



COLLECTION RATE
07/12/05
POKER GAME COLLECTION SCHEDULE

COLLECTION PER HAND

HOLD'EM, HOLD'EM HI-LO, PINEAPPLE HOLD'EM, CRAZY PINEAPPLE HOLD'EM

<u>LIMIT</u>	<u>RATE</u>
\$2/4 thru \$20/40	
7 or more players	\$4.00
6 players	\$3.00
5 players or less or no flop	\$1.00

OMAHA & OMAHA HI-LO

<u>LIMIT</u>	<u>RATE</u>
\$2/4 thru \$20/40	
7 or more players	\$5.00
6 players	\$3.00
5 players or less or no flop	\$1.00

7-CARD STUD, 7-CARD STUD HI-LO, RAZZ

<u>LIMIT</u>	<u>RATE</u>
\$2/4 thru \$20/40	
7 or more players	\$5.00
6 players	\$3.00
5 players or Less	\$1.00

TIME COLLECTION PER ONE-HALF HOUR FOR HOLD'EM, OMAHA & STUD

	<u>Players</u>	<u>Players</u>	<u>Players</u>
<u>LIMIT</u>	<u>7 or More</u>	<u>6</u>	<u>5 or Less</u>
\$40/80	\$ 9.00	\$7.00	\$5.00
\$20/200	\$ 9.00	\$7.00	\$5.00
\$60/120	\$10.00	\$8.00	\$5.00
\$80/160	\$11.00	\$8.00	\$6.00
\$100/200	\$12.00	\$9.00	\$6.00

LOWBALL, DEUCE-TO-SEVEN LOWBALL, DRAW POKER

<u>LIMIT</u>	<u>Players</u>	<u>Players</u>	<u>Players</u>
	<u>7 or More</u>	<u>6</u>	<u>5 or Less</u>
\$2 thru \$30	\$3.00	\$2.00	\$1.00
\$40 thru \$200	\$4.00	\$3.00	\$1.00

PANGUINE (PAN)

<u>LIMIT</u>	<u>\$2.00</u>	<u>\$3.00</u>	<u>\$5.00</u>	<u>\$10.00</u>	<u>\$20.00</u>
Number of Players				Per ½ hour rate	Per ½ hour rate
8			\$5.00	10-9-8-7 \$8.00	\$10.00
7	\$2.00	\$3.00	\$5.00	6 \$6.00	\$ 8.00
6	\$2.00	\$3.00	\$3.00	5 or less \$5.00	\$ 7.00
5	\$2.00	\$2.00	\$3.00		
4 or Less	\$1.00	\$1.00	\$1.00		

Rev-newformat-04/18/02/z Rev 10-24-00 --- 7-Stud -rev 12-20-99 JR --- Pan-rev 12-20-99 JR --- Rev. Hold'em 03-13-01/LL --- Rev. Hold'em 07/19/01/LL --- Rev. Hold'em (30/200) 04-15-02/LZ
Rev. Hold'em 11-11-02/LZ --- Rev. Pan ½ hour rate 05-30-03 \$5.00 Pan-6handed-changed from 3.00 to 5.00 06-23-03/z Rev. Stud \$1.00 (players 5 or less) 12-17-03 JR Rev. 2/27/04 (Julie) Rev.
3/16/04 JR: (Proposed to Commission & City: 12/21/04 JR-effective date on floor 1/26/05); Proposed 2/2/05; Proposed 2/15/05 Stud changes: 4/25/05 DOJ need to list all approved games 6/20/05
removed 15/30 to 20/40; 7/8/05 Collection Limit to 6 players, 5 or less or no flop (hold'em / Omaha, 7-stud)



COLLECTION RATE

06/20/05

POKER GAME COLLECTION SCHEDULE

COLLECTION PER HAND

HOLD'EM, HOLD'EM HI-LO, PINEAPPLE HOLD'EM, CRAZY PINEAPPLE HOLD'EM

<u>LIMIT</u>	<u>RATE</u>
\$2/4 thru \$20/40	
7 or more players	\$4.00
Less than 7 players	\$3.00
If there is no flop	\$1.00

OMAHA & OMAHA HI-LO

<u>LIMIT</u>	<u>RATE</u>
\$2/4 thru \$20/40	
7 or more players	\$5.00
Less than 7 players	\$3.00
If there is no flop	\$1.00

7-CARD STUD, 7-CARD STUD HI-LO, RAZZ

<u>LIMIT</u>	<u>RATE</u>
\$2/4 thru \$20/40	
7 or more players	\$5.00
6 players	\$3.00
5 or Less	\$2.00

TIME COLLECTION PER ONE-HALF HOUR FOR HOLD'EM, OMAHA & STUD

<u>LIMIT</u>	<u>Players 7 or More</u>	<u>Players 6</u>	<u>Players 5 or Less</u>
\$40/80	\$ 9.00	\$7.00	\$5.00
\$20/200	\$ 9.00	\$7.00	\$5.00
\$60/120	\$10.00	\$8.00	\$5.00
\$80/160	\$11.00	\$8.00	\$6.00
\$100/200	\$12.00	\$9.00	\$6.00

LOWBALL, DEUCE-TO-SEVEN LOWBALL, DRAW POKER

<u>LIMIT</u>	<u>Players 7 or More</u>	<u>Players 6</u>	<u>Players 5 or Less</u>
\$2 thru \$30	\$3.00	\$2.00	\$1.00
\$40 thru \$200	\$4.00	\$3.00	\$1.00

PANGUINE (PAN)

<u>LIMIT</u>	<u>\$2.00</u>	<u>\$3.00</u>	<u>\$5.00</u>	<u>\$10.00</u>	<u>\$20.00</u>
Number of Players				Per ½ hour rate	Per ½ hour rate
8			\$5.00	10-9-8-7	\$10.00
7	\$2.00	\$3.00	\$5.00	6	\$ 8.00
6	\$2.00	\$3.00	\$3.00	5 or less	\$ 7.00
5	\$2.00	\$2.00	\$3.00		
4 or Less	\$1.00	\$1.00	\$1.00		

Rev. now format-04/18/02/z Rev 10-24-00 --- 7-Stud-rev 12-20-99 JR --- Pan-rev 12-20-99 JR --- Rev. Hold'em 03-13-01/LL --- Rev. Hold'em 07/19/01/LL --- Rev. Hold'em (30/200) 04-15-02/LZ
 Rev. Hold'em 11-11-02/LZ --- Rev. Pan ½ hour rate 05-30-03 \$5.00 Pan-shaded changed from 3.00 to 5.00 6-23-03/z Rev. Stud \$1.00 (players 5 or less) 12-17-03 JR Rev. 2/27/04 (July) Rev.
 3/16/04 JR: (Proposed to Commission & City: 12/21/04 JR-effective date on floor 1/26/05); Proposed 2/2/05; Proposed 2/15/05 Stud changes: 4/25/05 DOJ need to list all approved games/26/05
 removed 15/30 to 20/40



COLLECTION RATE

08/28/08

POKER GAME COLLECTION SCHEDULE

COLLECTION PER HAND

HOLD'EM, HOLD'EM HI-LO, PINEAPPLE HOLD'EM, CRAZY PINEAPPLE HOLD'EM

<u>LIMIT</u>	<u>RATE</u>
\$2/4 thru \$20/40	
7 or more players	\$4.00
Less than 7 players	\$3.00
If there is no flop	\$1.00

OMAHA & OMAHA HI-LO

<u>LIMIT</u>	<u>RATE</u>
\$2/4 thru \$20/40	
7 or more players	\$5.00
Less than 7 players	\$3.00
If there is no flop	\$1.00

7-CARD STUD, 7-CARD STUD HI-LO, RAZZ

<u>LIMIT</u>	<u>RATE</u>
\$2/4 thru \$20/40	
7 or more players	\$5.00
6 players	\$3.00
5 or Less	\$2.00

TIME COLLECTION PER ONE-HALF HOUR FOR HOLD'EM, OMAHA & STUD

<u>LIMIT</u>	<u>Players 7 or More</u>	<u>Players 6</u>	<u>Players 5 or Less</u>
\$40/80	\$ 9.00	\$7.00	\$5.00
\$20/200	\$ 9.00	\$7.00	\$5.00
\$60/120	\$10.00	\$8.00	\$5.00
\$80/180	\$11.00	\$8.00	\$6.00
\$100/200	\$12.00	\$9.00	\$6.00

LOWBALL, DEUCE-TO-SEVEN LOWBALL, DRAW POKER

<u>LIMIT</u>	<u>Players 7 or More</u>	<u>Players 6</u>	<u>Players 5 or Less</u>
\$2 thru \$30	\$3.00	\$2.00	\$1.00
\$40 thru \$200	\$4.00	\$3.00	\$1.00

PANGUINE (PAN)

<u>LIMIT</u>	<u>\$2.00</u>	<u>\$3.00</u>	<u>\$5.00</u>	<u>\$10.00</u>	<u>\$20.00</u>
Number of Players				Per 1/2 hour rate	Per 1/2 hour rate
8			\$5.00	10-8-8-7 \$8.00	\$10.00
7	\$2.00	\$3.00	\$5.00	6 \$6.00	\$ 8.00
6	\$2.00	\$3.00	\$3.00	5 or less \$5.00	\$ 7.00
5	\$2.00	\$2.00	\$3.00		
4 or Less	\$1.00	\$1.00	\$1.00		

Rev. new format 04/18/02 Rev 10-24-00 7-Blue Rev 12-20-00 JR Pan Rev 12-20-00 JR Rev. Hold'em 03-13-01 LL Rev. Hold'em 07/19/01 LL Rev. Hold'em (30/200) 04-16-02 LL
Rev. Hold'em 11-11-02 LL Rev. Pan H hour rate 05-30-03 \$6.00 Pan. Shortened changed from 3.00 to 6.00 04-23-03 LL Rev. Revd \$1.00 (players 5 or less) 12-17-03 JR Rev. 2/27/04 (Gules) Rev
3/18/04 JR (Proposed to Commission & City: 12/21/04 JR effective date on floor 1/26/05). Proposed 2/2/05. Proposed 2/15/06 Glad changes: 4/26/06 DOJ need to HAI all approved games/2005
removed 15/00 to 20/40



COLLECTION RATE

06/20/06

CALIFORNIA GAME COLLECTION SCHEDULE

DOUBLE HAND POKER - (Pat Gow Poken)

LIMIT	PLAYER POSITION COLLECTION	PLAYER / BANKER POSITION COLLECTION	
		1 st Position	2 nd Position or Later
\$10 - \$100	\$1.00 Per Square/Wager	\$2.00	\$2.00
\$20 - \$100	\$1.00 Per Square/Wager	\$3.00	\$2.00
\$40 - \$100	\$1.00 Per Square/Wager	\$3.00	\$2.00
\$40 - \$200	\$1.00 Per Square/Wager	\$4.00	\$3.00
\$100	\$1.00 Per Square/Wager	\$4.00	\$3.00
\$100 - \$200	\$1.00 Per Square/Wager	\$5.00	\$3.00
\$200	\$2.00 Per Square/Wager	\$5.00	\$5.00

SUPER PAN-9

LIMIT	PLAYER POSITION COLLECTION	PLAYER / BANKER POSITION COLLECTION	
		1 st Position	2 nd Position or Later
\$10 - \$100	\$1.00 Per Square/Wager	\$2.00	\$1.00
\$20 - \$100	\$1.00 Per Square/Wager	\$3.00	\$2.00
\$40 - \$100	\$1.00 Per Square/Wager	\$3.00	\$2.00
\$40 - \$200	\$1.00 Per Square/Wager	\$4.00	\$3.00
\$100	\$1.00 Per Square/Wager	\$4.00	\$3.00
\$100 - \$200	\$1.00 Per Square/Wager	\$5.00	\$4.00
\$200	\$2.00 Per Square/Wager	\$5.00	\$4.00

"No Bust" 21st CENTURY BLACKJACK, CAL AGES, CARRIBEAN STUD, FAST ACTION HOLD'EM

LIMIT	PLAYER POSITION COLLECTION	PLAYER / BANKER POSITION COLLECTION	
		1 st Position	2 nd Position or Later
\$5 - \$50	\$1.00 Per Square/Wager	\$2.00	\$1.00
\$10 - \$100	\$1.00 Per Square/Wager	\$2.00	\$1.00
\$20 - \$100	\$1.00 Per Square/Wager	\$3.00	\$2.00
\$40 - \$100	\$1.00 Per Square/Wager	\$3.00	\$2.00
\$100	\$1.00 Per Square/Wager	\$4.00	\$3.00

PAL GOW - (Tiles)

LIMIT	PLAYER POSITION COLLECTION	PLAYER / BANKER POSITION COLLECTION	
		1 st Position	2 nd Position or Later
\$10 - \$100	\$1.00 Per Square/Wager	\$2.00	\$2.00
\$10 - \$200	\$1.00 Per Square/Wager	\$2.00	\$2.00
\$20 - \$200	\$1.00 Per Square/Wager	\$3.00	\$2.00
\$40 - \$200	\$1.00 Per Square/Wager	\$3.00	\$2.00
\$100 - \$200	\$1.00 Per Square/Wager	\$5.00	\$3.00

ASIAN STUD

LIMIT	Players 6 or More	Players 5-4	Players 3 or Less
\$2 thru \$200	\$5.00	\$3.00	\$2.00

Added 40/2006 Del 11-13-02, New Game (NO BUST 21st CENTURY BLACKJACK) added to Collection Schedule 11-07-00 ||
 Rev 02-07-02 changed Wirel's Cat/Bunches on Pal Gow's Double Hand Poken Rev. 7-10-03-12 Removed word "Condition" (Date / Pal - 9 / No Bust) 11-20-05 JR: 4/26/05
 Added all games we play per DOJ: 8/20/06 added 5/50 limit under "No Bust" 21 section



COLLECTION RATE

04/28/08

CALIFORNIA GAME COLLECTION SCHEDULE

DOUBLE HAND POKER - (Pai Gow Poken)

<u>LIMIT</u>	<u>PLAYER POSITION COLLECTION</u>	<u>PLAYER / BANKER POSITION COLLECTION</u>	
		<u>1st Position</u>	<u>2nd Position or Later</u>
\$10 - \$100	\$1.00 Per Square/Wager	\$2.00	\$2.00
\$20 - \$100	\$1.00 Per Square/Wager	\$3.00	\$2.00
\$40 - \$100	\$1.00 Per Square/Wager	\$3.00	\$2.00
\$40 - \$200	\$1.00 Per Square/Wager	\$4.00	\$3.00
\$100	\$1.00 Per Square/Wager	\$4.00	\$3.00
\$100 - \$200	\$1.00 Per Square/Wager	\$5.00	\$3.00
\$200	\$2.00 Per Square/Wager	\$5.00	\$5.00

SUPER PAN-9

<u>LIMIT</u>	<u>PLAYER POSITION COLLECTION</u>	<u>PLAYER / BANKER POSITION COLLECTION</u>	
		<u>1st Position</u>	<u>2nd Position or Later</u>
\$10 - \$100	\$1.00 Per Square/Wager	\$2.00	\$1.00
\$20 - \$100	\$1.00 Per Square/Wager	\$3.00	\$2.00
\$40 - \$100	\$1.00 Per Square/Wager	\$3.00	\$2.00
\$40 - \$200	\$1.00 Per Square/Wager	\$4.00	\$3.00
\$100	\$1.00 Per Square/Wager	\$4.00	\$3.00
\$100 - \$200	\$1.00 Per Square/Wager	\$5.00	\$4.00
\$200	\$2.00 Per Square/Wager	\$5.00	\$4.00

"No Bust" 21st CENTURY BLACKJACK, CAL ACES, CARIBBEAN STUD, FAST ACTION HOLD'EM

<u>LIMIT</u>	<u>PLAYER POSITION COLLECTION</u>	<u>PLAYER / BANKER POSITION COLLECTION</u>	
		<u>1st Position</u>	<u>2nd Position or Later</u>
\$10 - \$100	\$1.00 Per Square/Wager	\$2.00	\$1.00
\$20 - \$100	\$1.00 Per Square/Wager	\$3.00	\$2.00
\$40 - \$100	\$1.00 Per Square/Wager	\$3.00	\$2.00
\$100	\$1.00 Per Square/Wager	\$4.00	\$3.00

PAI GOW - (Tiles)

<u>LIMIT</u>	<u>PLAYER POSITION COLLECTION</u>	<u>PLAYER / BANKER POSITION COLLECTION</u>	
		<u>1st Position</u>	<u>2nd Position or Later</u>
\$10 - \$100	\$1.00 Per Square/Wager	\$2.00	\$2.00
\$10 - \$200	\$1.00 Per Square/Wager	\$2.00	\$2.00
\$20 - \$200	\$1.00 Per Square/Wager	\$3.00	\$2.00
\$40 - \$200	\$1.00 Per Square/Wager	\$3.00	\$2.00
\$100 - \$200	\$1.00 Per Square/Wager	\$5.00	\$3.00

ASIAN STUD

<u>LIMIT</u>	<u>Players 6 or More</u>	<u>Players 5-4</u>	<u>Players 3 or Less</u>
\$2 thru \$200	\$5.00	\$3.00	\$2.00

Added 4/8/2000 CH 11-13-02. New Game (NO BUST 21st CENTURY BLACKJACK) added to Collection Schedule 11-07-00.1
 Rev 02 07-02 02m The Wines' Cal Changes on Pai Gow Double Hand Poken Rev. 7-10-03-JE Removed word "Condition" (Dblt Pan-9 (No Bust) 11-20-03 JR, 4/25/05
 Added all games via play per DOJ



COLLECTION RATE

04/28/05

POKER GAME COLLECTION SCHEDULE

COLLECTION PER HAND

HOLD'EM, HOLD'EM HI-LO, PINEAPPLE HOLD'EM, CRAZY PINEAPPLE HOLD'EM

<u>LIMIT</u>	<u>RATE</u>
\$2/4 thru \$15/30	
7 or more players	\$4.00
Less than 7 players	\$3.00
If there is no flop	\$1.00

OMAHA & OMAHA HI-LO

<u>LIMIT</u>	<u>RATE</u>
\$2/4 thru \$15/30	
7 or more players	\$5.00
Less than 7 players	\$3.00
If there is no flop	\$1.00

7-CARD STUD, 7-CARD STUD HI-LO, RAZZ

<u>LIMIT</u>	<u>RATE</u>
\$2/4 thru \$15/30	
7 or more players	\$5.00
6 players	\$3.00
5 or Less	\$2.00

TIME COLLECTION PER ONE-HALF HOUR FOR HOLD'EM, OMAHA & STUD

<u>LIMIT</u>	<u>Players 7 or More</u>	<u>Players 6</u>	<u>Players 5 or Less</u>
\$20/40	\$ 7.00	\$5.00	\$4.00
\$40/80	\$ 9.00	\$7.00	\$5.00
\$20/200	\$ 9.00	\$7.00	\$5.00
\$60/120	\$10.00	\$8.00	\$6.00
\$80/160	\$11.00	\$8.00	\$6.00
\$100/200	\$12.00	\$9.00	\$6.00

LOWBALL, DEUCE-TO-SEVEN LOWBALL, DRAW POKER

<u>LIMIT</u>	<u>Players 7 or More</u>	<u>Players 6</u>	<u>Players 5 or Less</u>
\$2 thru \$30	\$3.00	\$2.00	\$1.00
\$40 thru \$200	\$4.00	\$3.00	\$1.00

PANGUINE (PAN)

<u>LIMIT</u>	<u>\$2.00</u>	<u>\$3.00</u>	<u>\$5.00</u>	<u>\$10.00</u>	<u>\$20.00</u>
Number of Players				Per 1/2 hour rate	Per 1/2 hour rate
8			\$5.00	10-9-8-7 \$8.00	\$10.00
7	\$2.00	\$3.00	\$5.00	6 \$6.00	\$ 8.00
6	\$2.00	\$3.00	\$3.00	5 or less \$5.00	\$ 7.00
5	\$2.00	\$2.00	\$3.00		
4 or Less	\$1.00	\$1.00	\$1.00		

Rev. new format 04/18/02a Rev 10-24-00 --- 7-Card rev 12-20-99 JR --- Pan rev 12-20-99 JR --- Rev. Hold'em 03-15-01AL --- Rev. Hold'em 07/18/01AL --- Rev. Hold'em (30/200) 04-15-02L2
 Rev. Hold'em 11-11-02L2 --- Rev. Pan 1/2 hour rate 08-30-02 \$3.00 Pan-BLanches changed from 3.00 to 3.00 08-23-03a Rev. Stud \$1.00 (players 5 or less) 12-17-03 JR Rev. 2/27/04 (JTB) Rev.
 3/18/04 JR: (Proposed to Commission & City 12/21/04 JR-effective date on Beer 1/26/05; Proposed 2/2/05, Proposed 2/15/05 Stud changes; 4/23/05 DOJ need to fix all approved games)

**COLLECTION RATE****02/20/07****COLLECTION PER HAND****HOLD'EM, HOLD'EM HI-LO, PINEAPPLE HOLD'EM, CRAZY PINEAPPLE HOLD'EM**

<u>LIMIT</u>	<u>RATE</u>
\$2/4 thru \$20/40	
7 or more players	\$4.00
6 players	\$3.00
5 players or less or no flop	\$1.00

SPREAD LIMIT HOLD'EM

Max Bet not to exceed	\$100.00	\$200.00	\$ 200.00	\$ 200.00
Max big blind	\$ 10.00	\$ 20.00	\$ 40.00	\$ 100.00
Maximum buy-in	\$100.00	\$400.00	\$1,000.00	\$5,000.00

RATES

7 or more players	\$4.00	\$5.00	\$6.00	\$7.00
6 players	\$3.00	\$3.00	\$3.00	\$4.00
5 players or less	\$1.00	\$1.00	\$1.00	\$2.00

OMAHA & OMAHA HI-LO

<u>LIMIT</u>	<u>RATE</u>
\$2/4 thru \$20/40	
7 or more players	\$6.00
6 players	\$3.00
5 players or less or no flop	\$1.00

7-CARD STUD, 7-CARD STUD HI-LO, RAZZ

<u>LIMIT</u>	<u>RATE</u>
\$2/4 thru \$20/40	
7 or more players	\$5.00
6 players	\$3.00
5 players or Less or no 4 th Street	\$1.00

HIGH LIMIT HOLD'EM, OMAHA, STUD

<u>LIMIT</u>	<u>RATE</u>
\$20/40 up to \$75/150	
7 or more players	\$5.00
6 players	\$3.00
5 players or less or no flop	\$1.00

TIME COLLECTION PER ONE-HALF HOUR FOR HOLD'EM, OMAHA & STUD

<u>LIMIT</u>	<u>7 or More</u>	<u>6</u>	<u>5 or Less</u>
\$80/160	\$11.00	\$8.00	\$6.00
\$100/200	\$12.00	\$9.00	\$6.00

LOWBALL, DEUCE-TO-SEVEN LOWBALL, DRAW POKER

<u>LIMIT</u>	<u>7 or More</u>	<u>6</u>	<u>5 or Less</u>
\$2 thru \$30	\$4.00	\$3.00	\$2.00
\$40 thru \$200	\$5.00	\$4.00	\$2.00

PANGUINE (PAN)

<u>LIMIT</u>	<u>\$2.00</u>	<u>\$3.00</u>	<u>\$5.00</u>	<u>\$10.00</u>	<u>\$20.00</u>
Number of Players				Per ½ hour rate	Per ½ hour rate
8			\$5.00	\$10.00	\$12.00
7	\$2.00	\$3.00	\$5.00		
6	\$2.00	\$3.00	\$3.00		
5 or Less	\$2.00	\$2.00	\$3.00		

Rev-newformat-04/18/02/lz Rev 10-24-00 ---- 7-Stud -rev 12-20-99 JR ---- Pan-rev 12-20-99 JR ---- Rev. Hold'em 03-13-01/LL ---- Rev. Hold'em 07/19/01/LL ---- Rev. Hold'em (30/200) 04-15-02/LZ Rev. Hold'em 11-11-02/LZ ---- Rev. Pan ½ hour rate 05-30-03 \$5.00 Pan-6handed-changed from 3.00 to 5.00 6-23-03/lz Rev. Stud \$1.00 (players 5 or less) 12-17-03 JR Rev. 2/27/04 (Julie) Rev: 3/16/04 JR; (Proposed to Commission & City: 12/21/04 JR-effective date on floor 1/26/05); Proposed 2/2/05; Proposed 2/15/05 Stud changes; 4/25/05 DOJ need to list all approved games 6/20/05 removed 15/30 to 20/40; 7/8/05 Collection Limit to 6 players, 5 or less or no flop (hold'em / Omaha, 7-Stud); 12/12/05 under 7-Card 5 players - or no 4th St.; 4/3/06 added Spread Limit section; 4/26/06 added High Limit hold'em section; 8/4/06 added back the time collection from 12/12/05 sheet; 2/20/07 reformat and expand spread limit; rate change in Omaha, Draw games and Pan

SECTION: 102

BAY♣101 DRAW POKER GAME AND VARIATIONS

House rules applicable to all draw-type poker games.

102.A DRAW POKER (HIGH)

- A.1 Five cards constitute a playing hand; more or less than five cards after the draw constitutes a foul hand. Before the draw, players having less than five cards in their hands may receive additional cards providing no action has been taken by the first player to act, unless that action takes place before the deal is completed. However, the dealer-position player may still receive his fifth card even if action has taken place. If action has been taken, the player may draw the number of cards necessary to complete a five-card hand.
- A.2 Any player may draw up to five cards.
- A.3 If asked how many cards you drew by another active player, you are obligated to respond until there has been action after the draw.
- A.4 A knock in turn constitutes a pass, but a knock in turn may also mean the declaration of a pat hand. A player indicating a pat hand, not knowing the pot has been raised, may still play the hand.
- A.5 You may change the number of cards you want to draw providing:
 - a. No cards have been dealt off the deck in response to your request.
 - b. No players have acted on their hands based on the number of cards you have requested.
- A.6 All cards dealt off the table are treated as exposed cards.
- A.7 One of the following fee collection methods will be used in each Draw Poker game. The method and amount of fee collection will be posted at each table in play.

Per Round Time Collection: The Dealer position, as indicated by the Dealer Button or the Collection Button, rotates around the table, each player will be obligated to pay the posted collection fee for the time it takes to play a complete round. Each table will have the per round time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or when a light comes on to indicate that it is collection time. If you are called for a seat while the collection light is on, or at the time when the House dealers are changing, and there is a waiting list for that particular game, you must pay your collection whether or not the light is still on when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Per Hand Collection: Each table will have the per hand fee amount (collection) for that table, game type, and game limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round. The fee shall be determined (fixed) in advance of play. There shall be no more than three posted rates at a table. The fixed collection fee shall be taken from the blind or antes before or during play of hand and prior to the end of play of the hand.

102.B LOWBALL

General House Rules applicable to all Draw-type Poker Games

- B.1 **Game Description:** In California Lowball, the lowest or "worst" poker hand wins. The game is played with a 53-card deck which includes the Joker. The Joker must be used as the lowest card not already present in the player's hand. Most five-card draw lowball games feature structured betting. There are two betting rounds, one before the draw and one after the draw. The betting limit after the draw may or may not be twice the amount before the draw. A player may look at two cards and kill the pot (double the big blind).
- B.2 **Rank of hands:** The best lowball hand is 5-4-3-2-A, and a 7-6-4-3-2 is better than a 7-6-5-3-2. Straights and flushes do not count against the player's hand.
- B.3 A new player or a missed blind player has two options.
 - (a) Wait for the big blind.
 - (b) Kill the pot in any position.

- B.4 Check-raise are not allowed.
- B.5 Before the draw, exposed cards of five and under must be taken. An exposed card higher than a five must be replaced after the deal has been completed.
- B.6 After the draw, an exposed card(s) cannot be taken. The draw will be completed, and the exposed card(s) will be replaced. All cards dealt off the table are treated as exposed cards.
- B.7 After the draw, you must bet a hand of seven or better in order to be eligible to win after draw action. If a seven or less is checked, provided it is the best hand, all action after the draw is void. If you check any hand seven or better after the draw, you cannot win any subsequent bets although you are still eligible to win whatever existed in the pot before the draw. However, if you check a seven or better, and are beaten by a better hand, you will lose the entire pot including any additional calls you have made.
- B.8 In the event of an all-in bet, a seven may call a short all-in bet after the draw and win. If players overcall the short bet from behind, they will receive their bets back. If the seven fulfills his obligation by making a full bet, all subsequent action will stand.

Per Round Time Collection: The Dealer position, as indicated by the Dealer Button, or the Collection Button, rotates around the table, each player will be obligated to pay the posted collection fee for the time it takes to play a complete round. Each table will have the per round time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or when a light comes on to indicate that it is collection time. If you are called for a seat while the collection light is on, or at the time when the House dealers are changing, and there is a waiting list for that particular game, you must pay your collection whether or not the light is still on when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Per Hand Collection: Each table will have the per hand fee amount (collection) for that table, game type, and game limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round. The fee shall be determined (fixed) in advance of play. There shall be no more than three posted rates at a table. The fixed collection fee shall be taken from the blind or antes before or during play of hand and prior to the end of play of the hand.

102.C

DEUCE-TO-SEVEN-LOWBALL

General House Rules applicable to all Draw-type Poker Games

Game Description: A game, also known as Kansas City Lowball, in which straights and flushes do count against you, so that a sequence must be unconnected in order to qualify. Aces are high only; therefore, the best hand is 7-5-4-3-2.

Per Round Time Collection: The Dealer position, as indicated by the Dealer Button, or the Collection Button, rotates around the table, each player will be obligated to pay the posted collection fee for the time it takes to play a complete round. Each table will have the per round time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or when a light comes on to indicate that it is collection time. If you are called for a seat while the collection light is on, or at the time when the House dealers are changing, and there is a waiting list for that particular game, you must pay your collection whether or not the light is still on when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Per Hand Collection: Prior to a player receiving cards, each player at the table pay a fixed collection fee. Each table will have the per hand fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round. The fixed collection fee may be taken from the ante or blind of each player prior to the play of a hand.

102.D STUD POKER

House Rules applicable to 7-Card and Asian Stud games.

- D.1 A bet and three raises are allowed for each betting round; however, completing an opening forced bet does not count as a raise.
- D.2 Suits do not count in ranking of hands to determine the winning hand. The ranking of suits is used only to determine the lowest or highest card for a forced bet, drawing for seats in games, etc. Suits are ranked Spades (highest), Hearts, Diamonds, Clubs. **Forced Opener:** The low card by suit (Clubs being the lowest), initiates the betting action on the first round, with an Ace counting as a high card for this purpose.
- D.3 If a player antes and/or asks to be dealt-in, but is unable to make it back to the table in a reasonable amount of time to act on his hand, he forfeits his ante and forced entry bet, if any.
- D.4 If a player does not have the correct number of cards on the deal and no action has been accepted, the hand is a misdeal. If there has been action before the mistake is noticed, players with the incorrect number of cards will receive their money back and are out of the hand.
- D.5 If a player folds his hand after making a forced bet or on a round of checking, his seat will continue to receive a card until there is a wager.
- D.6 If a house dealer burns and deals a card before a round of betting has been completed, that card(s) must be eliminated from play along with an additional card for each remaining player in the hand. After that round of betting has concluded, play resumes in a normal fashion.
- D.7 Players who call when they are beaten by their opponent's up cards are not entitled to a refund.
- D.8 When players pick up, commingle or turn over any of their up cards, they risk losing all rights to the pot.
- D.9 One of the following fee collection methods will be used in all Stud type Poker games:

Per Round Time Collection: The Dealer position, as indicated by the Dealer Button, or the Collection Button, rotates around the table, each player will be obligated to pay the posted collection fee for the time it takes to play a complete round. Each table will have the per round time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or when a light comes on to indicate that it is collection time. If you are called for a seat while the collection light is on, or at the time when the House dealers are changing, and there is a waiting list for that particular game, you must pay your collection whether or not the light is still on when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Per Hand Collection: Prior to a player receiving cards, each player at the table pay a fixed collection fee. Each table will have the per hand fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round. The fixed collection fee may be taken from the ante or blind of each player prior to the play of a hand.

102.E 7-CARD STUD

General House Rules applicable to 7-Card Stud and Asian Games

- E.1 Game Description:** 7-Card Stud is played with two down cards and one up card, then a betting round, then three more up cards (with betting after each), then a final down card and a final round of betting. The best 5-card poker hand wins the pot. There is no Joker in this game. Most 7-Card Stud games at Bay♣101 have structured betting. In a structured game, such as \$3 & \$6, the smaller bet is made on the first two betting rounds, and the larger bet is made after the fifth, sixth and seventh cards. If there is an open pair on the fourth card, the players have the option of making the smaller or larger bet. In all 7-Card Stud games, a bet and three raises are allowed, except when the hand is between only two players (Heads-up). Spread limit games may be offered.
- E.2** The Ranking of Hands is the same as in Draw Poker, except there is no Joker.

- E.3 **Rank of Hands:** These are the general categories of hands in descending order of strength:

RANK OF HANDS:

(a)	Royal Flush	(f)	Straight
(b)	Straight Flush	(g)	Three of a Kind
(c)	Four of a Kind	(h)	Two Pair
(d)	Full House	(i)	One Pair
(e)	Flush	(j)	High Card

- E.4 In order to play all-in at the start of a hand, a player must have at least the ante.
- E.5 If a player's first or second hole card is accidentally turned up, the third card is dealt down. In the case of an exposed hole card, the hand cannot be forced low.
- E.6 If a house dealer burns two cards or fails to burn a card, he should, if possible, move the cards to the right position to rectify the error. If it happens on a down card and there is no way to tell which card was received, then the player must accept the card.
- E.7 If any player receives the last card face up, all other players will receive the last card face down. The player(s) whose down card was exposed have two options: (a) declaring himself all-in for the portion of the pot already played and any subsequent betting will be on the side, or (b) may, at that player's option, continue to be active in any further action in the pot on the final round. The player who was high on 6th Street will initiate the action.
- E.8 On all structured limit games, i.e., \$3 & \$6, etc., if a player makes an open pair on the fourth card, that player has the option of betting either \$3 or \$6. If he bets \$3, the next player(s) may raise in increments of \$3 or \$6. If a \$6 bet or raise is made, the next raise must be in increments of \$6. (Example: Player "A" bets \$3, player "B" raises to \$9, player "C" has the option of calling the \$9 bet or raising to \$15. He may not make it \$12). If that player checks, all other players, in turn, have the option to bet \$3 or \$6.

- E.9 If there are not enough cards left in the deck for each player, the house dealer is to deal all the cards except the last card. The house dealer then scrambles the last card and the four burn cards, cuts the deck, burns a card and delivers the remaining down cards, using the last card if necessary. If there are five players remaining without a card, the house dealer will not burn so that each player may receive a fresh card. If the house dealer determines that by using this procedure there will still not be enough cards for all the players, he cannot give any of the players a down card. Instead, it will be announced to the table that there are not enough cards to go around, and a community card will be used. The house dealer will then burn a card and turn a card up in the center of the table. The card plays in everyone's hand. The player who was high on 6th Street will initiate the action.
- E.10 A player must have seven cards in order to win. Any other number of cards constitutes a foul hand. Players must protect their own hands.
- E.11 A card accidentally dealt off the table must play. If it is the last card, it is to be treated as an exposed river card.

Per Round Time Collection: The Dealer position, as indicated by the Dealer Button, or the Collection Button, rotates around the table, each player will be obligated to pay the posted collection fee for the time it takes to play a complete round. Each table will have the per round time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or when a light comes on to indicate that it is collection time. If you are called for a seat while the collection light is on, or at the time when the House dealers are changing, and there is a waiting list for that particular game, you must pay your collection whether or not the light is still on when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Per Hand Collection: Each table will have the per hand fee amount (collection) for that table, game type, and game limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round. The fee shall be determined (fixed) in advance of play. There shall be no more than three posted rates at a table. The fixed collection fee shall be taken from the blind or antes before or during play of hand and prior to the end of play of the hand.

102.F 7-CARD STUD HIGH-LOW SPLIT (8 or BETTER)

General House Rules applicable to 7-Card Stud and Asian Games

- F.1 **Game Description:** This is another variation of 7-Card Stud where there can be two winners. The best high hand splits the pot with the best low hand. A qualifier of eight or better for low will be in force for all high-low split games unless a specific posting to the contrary is made. This is said to be a "qualifier" for "High-Low Split, 8 or Better ." If there is a qualifier, the betting rules are like 7-Card Stud. In an "8 or Better" game, if there is no low, the high hand wins the entire pot. The low card by suit (Clubs are lowest, Diamonds, Hearts, then Spades) initiates betting action on the first round, with an Ace counting as a high card for this purpose. On subsequent rounds, the high hand initiates action. If there is a tie, the player to the left of the dealer acts first. Structured limit games use the lower limit on 3rd street and 4th Street and the upper limit thereafter, with an open pair not affecting the limits. Aces may be used for high or low, and straights or flushes do not impair the value of a hand for low. A player may use any five cards to make his best high hand and any other grouping of five cards, whether the same as his high hand or not, to make his best low hand.
- F.2 A bet and three raises are allowed for each betting round; however, completing an opening forced bet does not count as a raise.
- F.3 Suits do not count in ranking of hands to determine the winning hand. The ranking of suits is used only to determine the lowest or highest card for a forced bet, drawing for seats in games, etc. Suits are ranked, Spades (highest), Hearts, Diamonds, Clubs. ***Forced Opener:*** The low card by suit (Clubs being the lowest), initiates the betting action on the first round, with an Ace counting as a high hand card for this purpose.
- F.4 If a player antes and/or asks to be dealt-in, but is unable to make it back to the table in a reasonable amount of time to act on his hand, he forfeits his ante and forced entry bet, if any.

- F.5 If a player does not have the correct number of cards on the deal and no action has been accepted, the hand is a misdeal. If there has been action before the mistake is noticed, players with the incorrect number of cards will receive their money back and are out of the hand.
- F.6 If a player folds his hand after making a forced bet or on a round of checking, his seat will continue to receive a card until there is a wager.
- F.7 If a dealer burns and deals a card before a round of betting has been completed, that card(s) must be eliminated from play along with an additional card for each remaining player in the hand. After that round of betting has concluded, play resumes in a normal fashion.
- F.8 Players, who call when they are beaten by their opponent's up cards, are not entitled to a refund.
- F.9 When players pick up, commingle or turn over any of their up cards, they risk losing all rights to the pot.
- F.10 **Rank of Hands:** These are the general categories of hands in descending order of strength.
- F.11 **RANK OF HIGH HANDS:**
- | | |
|--------------------|---------------------|
| (a) Royal Flush | (f) Straight |
| (b) Straight Flush | (g) Three of a Kind |
| (c) Four of a Kind | (h) Two Pair |
| (d) Full House | (i) One Pair |
| (e) Flush | (j) High Card |
- F.12 **RANK OF LOW HANDS:**
- The best low hand is 5-4-3-2-A, and 7-6-4-3-2 is better than a 7-6-5-3-2. Straights and flushes do not count against the player's hand.
- F.13 One of the following fee collection methods will be used in all Stud type Poker games.

Per Round Time Collection: The Dealer position, as indicated by the Dealer Button, or the Collection Button, rotates around the table, each player will be obligated to pay the posted collection fee for the time it takes to play a complete round. Each table will have the per round time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or when a light comes on to indicate that it is collection time. If you are called for a seat while the collection light is on, or at the time when the House dealers are changing, and there is a waiting list for that particular game, you must pay your collection whether or not the light is still on when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Per Hand Collection: Each table will have the per hand fee amount (collection) for that table, game type, and game limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round. The fee shall be determined (fixed) in advance of play. There shall be no more than three posted rates at a table. The fixed collection fee shall be taken from the blind or antes before or during play of hand and prior to the end of play of the hand.

102.G RAZZ (7-CARD LOW)

General House Rules applicable to all 7-Card Stud and Asian Stud Games

G.1 Game Description: The rules for 7-Card Razz are exactly the same as 7-Card Stud, except that Razz is a Lowball game. Since pairs are of no value in Razz, the bet on the fourth card in a structured game is always for the lower amount. In Stud, the low card initiates the action and the high hand is first in each subsequent round, while in Razz, the high card has the forced opening and the low hand is first to act thereafter.

G.2 RANK OF LOW HANDS:

The best low hand is 5-4-3-2-A, and 7-6-4-3-2 is better than a 7-6-5-3-2. Straights and flushes do not count against the player's hand.

G.3 A bet and three raises are allowed for each betting round; however, completing an opening forced bet does not count as a raise.

- G.4 Suits do not count in ranking of hands to determine the winning hand. The ranking of suits is used only to determine the lowest or highest card for a forced bet, drawing for seats in games, etc. Suits are ranked Spades (highest), Hearts, Diamonds, Clubs. **Forced Opener:** The high card by suit (Clubs being the lowest), initiates the betting action on the first round, with an Ace counting as a high card for this purpose.
- G.5 If a player antes and/or asks to be dealt-in, but is unable to make it back to the table in a reasonable amount of time to act on his hand, he forfeits his ante and forced entry bet, if any.
- G.6 If a player does not have the correct number of cards on the deal and no action has been accepted, the hand is a misdeal. If there has been action before the mistake is noticed, players with the incorrect number of cards will receive their money back and are out of the hand.
- G.7 If a player folds his hand after making a forced bet or on a round of checking, his seat will continue to receive a card until there is a wager.
- G.8 If a house dealer burns and deals a card before a round of betting has been completed, that card(s) must be eliminated from play along with an additional card for each remaining player in the hand. After that round of betting has concluded, play resumes in a normal fashion.
- G.9 Players who call when they are beaten by their opponent's up cards are not entitled to a refund.
- G.10 When players pick up, commingle or turn over any of their up cards, they risk losing all rights to the pot.
- G.11 One of the following fee collection methods will be used in all Stud type Poker games.

Per Round Time Collection: The Dealer position, as indicated by the Dealer Button, or the Collection Button, rotates around the table, each player will be obligated to pay the posted collection fee for the time it takes to play a complete round. Each table will have the per round time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or when a light comes on to indicate that it is collection time. If you are called for a seat while the collection light is on, or at the time when the House dealers are changing, and there is a waiting list for that particular game, you must pay your collection whether or not the light is still on when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Per Hand Collection: Each table will have the per hand fee amount (collection) for that table, game type, and game limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round. The fee shall be determined (fixed) in advance of play. There shall be no more than three posted rates at a table. The fixed collection fee shall be taken from the blind or antes before or during play of hand and prior to the end of play of the hand.

102.H ASIAN STUD

General House Rules applicable to all 7-Card Stud and Asian Games

- H.1 **Game Description:** Asian Stud is played with a "stripped" standard 52-card deck. The 2's, 3's, 4's, 5's & 6's are removed, leaving 32 cards. There are no Jokers. Each player is dealt five cards, the first one and second card will be dealt one up and one down, then a betting round, then three more up cards with a betting round after each. The Asian Stud games may be structured limits. Example: \$4 & \$8 & \$12 & \$16. They can also be spread limits such as \$10 - \$200.
- H.2 A bet and three raises are allowed for each betting round; however, completing an opening forced bet does not count as a raise.
- H.3 Suits do not count in ranking of hands to determine the winning hand. The ranking of suits is used only to determine the lowest or highest card for a forced bet, drawing for seats in games, etc. Suits are ranked Spades (highest), Hearts, Diamonds, Clubs. **Forced Opener:** The low card by suit (Clubs being the lowest), initiates the betting action on the first round, with an Ace counting as a high card for this purpose.

- H.4 If a player antes and/or asks to be dealt-in, but is unable to make it back to the table in a reasonable amount of time to act on his hand, he forfeits his ante and forced entry bet, if any.
- H.5 If a player does not have the correct number of cards on the deal and no action has been accepted, the hand is a misdeal. If there has been action before the mistake is noticed, players with the incorrect number of cards will receive their money back and are out of the hand.
- H.6 If a player folds his hand after making a forced bet or on a round of checking, his seat will continue to receive a card until there is a wager.
- H.7 If a house dealer burns and deals a card before a round of betting has been completed, that card(s) must be eliminated from play along with an additional card for each remaining player in the hand. After that round of betting has concluded, play resumes in a normal fashion.
- H.8 Players who call when they are beaten by their opponent's up cards are not entitled to a refund.
- H.9 When players pick up, commingle or turn over any of their up cards, they risk losing all rights to the pot.
- H.10 The Ranking of Hands is the same as in Draw Poker, except a flush beats a full house. An Ace may be used as a six for a small straight (A-7-8-9-10).
- H.11 **Rank of Hands:** These are the general categories of hands in descending order of strength:

RANK OF HANDS:

(a)	Royal Flush	(f)	Straight
(b)	Straight Flush	(g)	Three of a Kind
(c)	Four of a Kind	(h)	Two Pair
(d)	Flush	(i)	One Pair
(e)	Full House	(j)	High Card

- H.12 The player with the highest card clockwise from the dealer button will have a mandatory opening bet. It is a live bet. This player has the option to raise.
- H.13 The high hand will start the action on all following rounds. When there are two identical hands, the first one clockwise, in front of the dealer button, acts first.

- H.14 The dealer button rotates clockwise. You must have been dealt in the previous hand in order to receive the button.
- H.15 Only a full bet constitutes a bet. Anything less than a full bet is considered to be "action only." Any player who has acted prior to an "action only" bet is not entitled to raise unless the bet has been completed. Example: In a \$4 & \$8 & \$12 & \$16 game, on the last card, a player bets \$16. The next player goes all-in for \$30. The next player may call the initial bet of \$16 and the \$14 action for a total of \$30, or he may raise the initial bet of \$16 to \$32 for a total of \$32.
- H.16 In order to play all-in at the start of a hand, players must have in their table stake's chips totaling at least the ante and force for that particular limit.
- H.17 Cards are to be left face up and in order as dealt.
- H.18 If cards are dealt out of order:
- Before the down cards are out, they must be backed up.
 - If a down card has already been dealt and no action has taken place, it is a misdeal.
 - After the action has started, the hand plays.
 - Cards dealt off the table or dropped by a player must be retrieved by the Floor person, and the hand plays.
- H.19 If one player receives his down card face up, he will receive his next card down. He cannot be forced high. If two or more players are dealt down cards face up, it is a misdeal.
- H.20 If the house dealer burns two cards or fails to burn a card, he should, if possible, move the cards to the right position to rectify the error.
- H.21 A player must have five cards in order to win. Any other number of cards constitutes a foul hand. Players must protect their own hands.
- H.22 A card accidentally dealt off the table must play. If it is the hole card, it is to be treated as an exposed card.
- H.23 One of the following fee collection methods will be used in all Stud type Poker games.
- Per Round Time Collection:** The Dealer position, as indicated by the Dealer Button, or the Collection Button, rotates around the table, each player will be obligated to pay the posted collection fee for the time it takes to play a complete round. Each table will have the per round time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or when a light comes on to indicate that it is collection time. If you are called for a seat while the collection light is on, or at the time when the House dealers are changing, and there is a waiting list for that particular game, you must pay your collection whether or not the light is still on when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Per Hand Collection: Each table will have the per hand fee amount (collection) for that table, game type, and game limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round. The fee shall be determined (fixed) in advance of play. There shall be no more than three posted rates at a table. The fixed collection fee shall be taken from the blind or antes before or during play of hand and prior to the end of play of the hand.

102.I TEXAS HOLD'EM

General House Rules applicable to Hold'em Poker Games and Variations

- I.1 **Game Description:** Hold'em (also known as Texas Hold'em). Each player gets two hole cards. Five community cards are then turned up on the table. Hold'em has structured betting. Spread limit or no-limit games may be offered.
- I.2 Hold'em uses a flat disc called a dealer button to indicate the player, who in theory, dealt the cards for that pot. The button (player with the dealer button) is last to receive cards on the initial deal and has the right of last action on all betting rounds except the first. One or more blind bets, posted before players look at their cards, are used to stimulate action and initiate play. Blinds are posted by players who sit in consecutive clockwise order from the button. Action is initiated on the first betting round by the player on the immediate left of the person who posted the furthest blind clockwise from the button. On all subsequent betting rounds the action is begun by the first active player clockwise from the button.

- 1.3 In Texas Hold'em, a player receives two down cards as his initial hand. There is a round of betting after these cards have been delivered. Three board cards are turned up simultaneously (which is called "the flop"). They are community cards available to all players.
- 1.4 Another round of betting occurs. The next two board cards are turned one at a time with a round of betting after each one. After the final round of betting has been completed, a player may use any combination of five cards (one in his hand, four from the board, etc.) to determine his best hand. Players may use all of the board cards which is termed "playing the board"; each must announce that he is playing the board before mucking his hand.
- 1.5 Hold'em may be played High-Low split, with an eight or better qualifier for low.
- 1.6 **Ranking of Hands** is the same as in Draw Poker, except there is no Joker.

RANK OF HANDS:

- | | |
|--------------------|---------------------|
| (a) Royal Flush | (f) Straight |
| (b) Straight Flush | (g) Three of a Kind |
| (c) Four of a Kind | (h) Two Pair |
| (d) Full House | (i) One Pair |
| (e) Flush | (j) High Card |

- 1.7 A new player entering any Hold'em game has three options:
- a. He may choose to wait for his big blind.
 - b. He may post the big blind (it is live) from any position including in front of or behind the button. If he posts in front of the button, it passes him the next hand.
 - c. He may choose to straddle (double the big blind) in position.
- 1.8 If a player leaves the table for any reason and the blind(s) passes his position, he may resume play by posting the total amount of the blinds for the game or wait for the big blind. If he chooses to post, the small blind is dead money and is moved to the center of the pot while the big blind is live. Players may also fulfill their missed blind(s) obligation by straddling the big blind in position only.
- 1.9 The dealer button always moves forward, and the blinds are adjusted accordingly.

- I.10 In all games, the smallest increment chip used in the blind plays in all-in situations.
- I.11 Players who have not taken the big blind may move away from the blind and have two options.
 - a. Post the big blind; it is live.
 - b. Wait and be dealt back in on the same position.
- I.12 Players who are dealt fewer cards than called for receive a card from the top of the deck after the deal is complete. If a player is dealt an additional card, one card at random is retrieved by the Floor person, turned face up and used as the burn card. If it is discovered after substantial action, all monies, antes and blinds are forfeited by that player.
- I.13 If the flop has too many cards, it will be taken back, except for the burn card, and reshuffled. No new burn card will be used.
- I.14 If cards are flopped by the house dealer before all the betting is completed, the entire flop is taken back and reshuffled. The burn card will remain, and no additional burn card will be used for this flop.
- I.15 If the house dealer turns up the fourth card on the board before the action is completed, the card does not play. After the completion of the action, the next card is burned and the fifth card is put in the fourth card's place. After action is completed, the house dealer will reshuffle the deck, including the card that was taken out of play but not the burn card or discards. The house dealer will then deal the fifth card, with no additional burn card.
- I.16 If the fifth card is turned up before betting is complete, it will be reshuffled in the same manner as in the previous rule.
- I.17 A card dealt off the table is treated as an exposed card.
- I.18 In full games, if players are away from the table, the house dealer will take the collection from their stacks. A game with all seats taken or with a waiting list will be considered a full game.
- I.19 One of the following fee collection methods will be used in each Hold'em style Poker game.

Per Round Time Collection: The Dealer position, as indicated by the Dealer Button, or the Collection Button, rotates around the table, each player will be obligated to pay the posted collection fee for the time it takes to play a complete round. Each table will have the per round time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or when a light comes on to indicate that it is collection time. If you are called for a seat while the collection light is on, or at the time when the House dealers are changing, and there is a waiting

list for that particular game, you must pay your collection whether or not the light is still on when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Per Hand Collection: Each table will have the per hand fee amount (collection) for that table, game type, and game limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round. The fee shall be determined (fixed) in advance of play. There shall be no more than three posted rates at a table. The fixed collection fee shall be taken from the blind or antes before or during play of hand and prior to the end of play of the hand.

102.J HOLD'EM HIGH-LOW SPLIT – 8 OR BETTER

General House Rules applicable to Hold'em Poker Game and Variations

- J.1 **Game Description:** Hold'em High-Low Split (8 or Better). Each player gets two hold cards. Five community cards are then turned up on the table. Hold'em has a structured betting. Spread limit or no-limit games may be offered.

- J.2 Game Description:** This is another variation of Hold'em where there can be two winners. The best high hand splits the pot with the best low hand. A qualifier of eight or better for low will be in force for all high-low split games unless a specific posting to the contrary is made. This is said to be a "qualifier" or "High-Low Split, 8 or Better." If there is a qualifier, the betting rules are like Hold'em. In an "8 or Better" game, if there is no low, the high hand wins the entire pot. Aces may be used for high or low, and straights or flushes do not impair the value of a hand for low. A player may use any five cards to make his best high hand and any other grouping of five cards, whether the same as his high hand or not, to make his best low hand.
- J.3** Hold'em uses a flat disc called a dealer button to indicate the player, who in theory, dealt the cards for that pot. The button (player with the dealer button) is last to receive cards on the initial deal and has the right of last action on all betting rounds except the first. One or more blind bets, posted before players look at their cards, are used to stimulate action and initiate play. Blinds are posted by players who sit in consecutive clockwise order from the button. Action is initiated on the first betting round by the player on the immediate left of the person who posted the furthest blind clockwise from the button. On all subsequent betting rounds the action is begun by the first active player clockwise from the button.
- J.4** As in Texas Hold'em, a player receives two down cards as his initial hand. There is a round of betting after these cards have been delivered. Three board cards are turned up simultaneously (which is called "the flop"). They are community cards available to all players.
- J.5** Another round of betting occurs. The next two board cards are turned one at a time with a round of betting after each one. After the final round of betting has been completed, a player may use any combination of five cards (one in his hand, four from the board, etc.) to determine his best hand. Players may use all of the board cards which is termed "playing the board"; each must announce that he is playing the board before mucking his hand.
- J.6** A new player entering any Hold'em game has three options:
- a. He may choose to wait for his big blind.
 - b. He may post the big blind (it is live) from any position including in front of or behind the button. If he posts in front of the button, it passes him the next hand.
 - c. He may choose to straddle (double the big blind) in position.

- J.7 If a player leaves the table for any reason and the blind(s) passes his position, he may resume play by posting the total amount of the blinds for the game or wait for the big blind. If he chooses to post, the small blind is dead money and is moved to the center of the pot while the big blind is live.
- J.8 The dealer button always moves forward, and the blinds are adjusted accordingly.
- J.9 In all games, the smallest increment chip used in the blind plays in all-in situations.
- J.10 Players who have not taken the big blind may move away from the blind and have two options.
- a. Post the big blind; it is live.
 - b. Wait and be dealt back in on the same position.
- J.11 Players who are dealt fewer cards than called for receive a card from the top of the deck after the deal is complete. If a player is dealt an additional card, one card at random is retrieved by the Floor person, turned face up and used as the burn card. If it is discovered after substantial action, all monies, antes and blinds are forfeited by that player.
- J.12 If the flop has too many cards, it will be taken back, except for the burn card, and reshuffled. No new burn card will be used.
- J.13 If cards are flopped by the house dealer before all the betting is completed, the entire flop is taken back and reshuffled. The burn card will remain, and no additional burn card will be used for this flop.
- J.14 If the house dealer turns up the fourth card on the board before the action is completed, the card does not play. After the completion of the action, the next card is burned and the fifth card is put in the fourth card's place. After action is completed, the house dealer will reshuffle the deck, including the card that was taken out of play but not the burn card or discards. The house dealer will then deal the fifth card, with no additional burn card.
- J.15 If the fifth card is turned up before betting is complete, it will be reshuffled in the same manner as in the previous rule.
- J.16 A card dealt off the table is treated as an exposed card.
- J.17 In full games, if players are away from the table, the house dealer will take the collection from their stacks. A game with all seats taken or with a waiting list will be considered a full game.

J.18 **Rank of Hands:** These are the general categories of hands in descending order of strength:

J.19 **RANK OF HIGH HANDS:**

(a)	Royal Flush	(f)	Straight
(b)	Straight Flush	(g)	Three of a Kind
(c)	Four of a Kind	(h)	Two Pair
(d)	Full House	(i)	One Pair
(e)	Flush	(j)	High Card

J.20 **RANK OF LOW HANDS:**

The best low hand is 5-4-3-2-A, and 7-6-4-3-2 is better than a 7-6-5-3-2. Straights and flushes do not count against the player's hand.

J.21 One of the following fee collection methods will be used in each Hold'em style Poker game.

Per Round Time Collection: The Dealer position, as indicated by the Dealer Button, or the Collection Button, rotates around the table, each player will be obligated to pay the posted collection fee for the time it takes to play a complete round. Each table will have the per round time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or when a light comes on to indicate that it is collection time. If you are called for a seat while the collection light is on, or at the time when the House dealers are changing, and there is a waiting list for that particular game, you must pay your collection whether or not the light is still on when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Per Hand Collection: Each table will have the per hand fee amount (collection) for that table, game type, and game limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round. The fee shall be determined (fixed) in advance of play. There shall be no more than three posted rates at a table. The fixed collection fee shall be taken from the blind or antes before or during play of hand and prior to the end of play of the hand.

102.K OMAHA HIGH

General House Rules applicable to Hold'em Poker Game and Variations

K.1 Game Description: Omaha is a form of Texas Hold'em, except the players are dealt four down cards (hole cards) as their initial starting hands. A round of betting occurs. There are three other betting rounds, the flop, the turn, and the river. The five board cards are community cards and belong to all active players. A player must use exactly two cards from his four-card hand (hole cards) and three cards from the board (community cards) to produce his best five-card hand.

K.2 Omaha uses a flat disc called a "dealer button" to indicate the player, who in theory, dealt the cards for that pot. The button (player with the dealer button) is last to receive cards on the initial deal and has the right of last action on all betting rounds except the first. One or more blind bets are used to stimulate action and initiate play. Blinds are posted before the players look at their cards. Blinds count as part of that player's bet, unless the structure of a specific game or situation requires part or all of a particular blind to be dead. Dead chips are not part of a player's bet and are taken into the center of the pot.

K.3 Blinds are posted by players in consecutive clockwise order from the button. Action is initiated on the first betting round by the player on the immediate left of (in front of) the person who posted the furthest blind clockwise from the button. On all subsequent betting rounds, the action is started by the first active player clockwise from the button. Omaha Hold'em may be played straight-high. It also may be dealt with only two down cards as a starting hand. Both cards must play.

K.4 The Ranking of Hands is the same as in High Draw Poker, except there is no

K.5 RANK OF HIGH HANDS:

- | | |
|--------------------|---------------------|
| (a) Royal Flush | (f) Straight |
| (b) Straight Flush | (g) Three of a Kind |
| (c) Four of a Kind | (h) Two Pair |

(d) Full House
(e) Flush

(l) One Pair
(j) High Card

- K.6 All General House and Hold'em rules apply to Omaha games.
- K.7 One of the following fee collection methods will be used in all Hold'em style Poker games.

Per Round Time Collection: The Dealer position, as indicated by the Dealer Button, or the Collection Button, rotates around the table, each player will be obligated to pay the posted collection fee for the time it takes to play a complete round. Each table will have the per round time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or when a light comes on to indicate that it is collection time. If you are called for a seat while the collection light is on, or at the time when the House dealers are changing, and there is a waiting list for that particular game, you must pay your collection whether or not the light is still on when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Per Hand Collection: Each table will have the per hand fee amount (collection) for that table, game type, and game limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round. The fee shall be determined (fixed) in advance of play. There shall be no more than three posted rates at a table. The fixed collection fee shall be taken from the blind or antes before or during play of hand and prior to the end of play of the hand.

102.L **OMAHA HIGH-LOW SPLIT (8 or BETTER)**

General House Rules applicable to Hold'em Poker and Variations

- L.1 **Game Description:** Omaha is a form of Texas Hold'em, except the players are dealt four down cards (hole cards) as their initial starting hands. A round of betting occurs. There are three other betting rounds, the flop, the turn, and the river. The five board cards are community cards and belong to all active players. A player must use exactly two cards from his four-card hand (hole cards) and three cards from the board (community cards) to produce his best five-card hand.

- L.2 The hole cards and the board cards are interchangeable for High and Low. To win the low half, the player must have an eight or better to qualify, or the high hand wins the entire pot.

Omaha uses a flat disc called a "dealer button" to indicate the player, who in theory, dealt the cards for that pot. The button (player with the dealer button) is last to receive cards on the initial deal and has the right of last action on all betting rounds except the first. One or more blind bets are used to stimulate action and initiate play. Blinds are posted before the players look at their cards. Blinds count as part of that player's bet, unless the structure of a specific game or situation requires part or all of a particular blind to be dead. Dead chips are not part of a player's bet and are taken into the center of the pot.

- L.3 Blinds are posted by players in consecutive clockwise order from the button. Action is initiated on the first betting round by the player on the immediate left of (in front of) the person who posted the furthest blind clockwise from the button. On all subsequent betting rounds, the action is started by the first active player clockwise from the button. Omaha Hold'em may be played straight-high. It also may be dealt with only two down cards as a starting hand. Both cards must play.

The Ranking of Hands is the same as in High or Low Draw Poker, except there is no Joker.

L.4 **RANK OF HIGH HANDS:**

(a)	Royal Flush	(f)	Straight
(b)	Straight Flush	(g)	Three of a Kind
(c)	Four of a Kind	(h)	Two Pair
(d)	Full House	(i)	One Pair
(e)	Flush	(j)	High Card

L.5 RANK OF LOW HANDS:

The best low hand is 5-4-3-2-A, and 7-6-4-3-2 is better than a 7-6-5-3-2. Straights and flushes do not count against the player's hand.

L.6 All General House and Hold'em rules apply to Omaha games.

L.7 One of the following fee collection methods will be used in all Hold'em style Poker games.

Per Round Time Collection: The Dealer position, as indicated by the Dealer Button, or the Collection Button, rotates around the table, each player will be obligated to pay the posted collection fee for the time it takes to play a complete round. Each table will have the per round time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or when a light comes on to indicate that it is collection time. If you are called for a seat while the collection light is on, or at the time when the House dealers are changing, and there is a waiting list for that particular game, you must pay your collection whether or not the light is still on when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Per Hand Collection: Each table will have the per hand fee amount (collection) for that table, game type, and game limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round. The fee shall be determined (fixed) in advance of play. There shall be no more than three posted rates at a table. The fixed collection fee shall be taken from the blind or antes before or during play of hand and prior to the end of play of the hand.

102.M PINEAPPLE HOLD'EM

General House Rules applicable to Hold'em Game and Variations

- M.1 **Game Description:** Pineapple (also known as Pineapple Hold'em). Each player gets three hole cards. Five community cards are then turned up on the table. As in Stud, Pineapple has structured betting. Spread limit games may be offered.
- M.2 Pineapple uses a flat disc called a dealer button to indicate the player, who in theory, dealt the cards for that pot. The button (player with the dealer button) is last to receive cards on the initial deal and has the right of last action on all betting rounds except the first. One or more blind bets, posted before players look at their cards, are used to stimulate action and initiate play. Blinds are posted by players who sit in consecutive clockwise order from the button. Action is initiated on the first betting round by the player on the immediate left of the person who posted the furthest blind clockwise from the button. On all subsequent betting rounds the action is begun by the first active player clockwise from the button.
- M.3 In Pineapple, a player receives three down cards as his initial hand, prior to the three board cards being turned up, each player will discard one of his down cards. There is a round of betting after these cards have been delivered. Three board cards are turned up simultaneously (which is called "the flop"). They are community cards available to all players.
- M.4 Another round of betting occurs. The next two board cards are turned one at a time with a round of betting after each one. After the final round of betting has been completed, a player may use any combination of five cards (one in his hand, four from the board, etc.) to determine his best hand. Players may use all of the board cards which is termed "playing the board"; each must announce that he is playing the board before mucking his hand.
- M.5 Pineapple may be played High-Low split, with an eight or better qualifier for low.
- M.6 **Ranking of Hands** is the same as in Draw Poker, except there is no Joker.

RANK OF HANDS:

- | | |
|--------------------|---------------------|
| (a) Royal Flush | (f) Straight |
| (b) Straight Flush | (g) Three of a Kind |
| (c) Four of a Kind | (h) Two Pair |
| (d) Full House | (i) One Pair |
| (e) Flush | (j) High Card |

- M.7 A new player entering any Pineapple game has three options:
- a. He may choose to wait for his big blind.
 - b. He may post the big blind (it is live) from any position including in front of or behind the button. If he posts in front of the button, it passes him the next hand.
 - c. He may choose to straddle (double the big blind) in position.
- M.8 If a player leaves the table for any reason and the blind(s) passes his position, he may resume play by posting the total amount of the blinds for the game or wait for the big blind. If he chooses to post, the small blind is dead money and is moved to the center of the pot while the big blind is live.
- M.9 The dealer button always moves forward, and the blinds are adjusted accordingly.
- M.10 In all games, the smallest increment chip used in the blind plays in all-in situations.
- M.11 Players who have not taken the big blind may move away from the blind and have two options.
- a. Post the big blind; it is live.
 - b. Wait and be dealt back in on the same position.
- M.12 Players who are dealt fewer cards than called for receive a card from the top of the deck after the deal is complete. If a player is dealt an additional card, one card at random is retrieved by the Floor person, turned face up and used as the burn card. If it is discovered after substantial action, all monies, antes and blinds are forfeited by that player.
- M.13 If the flop has too many cards, it will be taken back, except for the burn card, and reshuffled. No new burn card will be used.
- M.14 If cards are flopped by the house dealer before all the betting is completed, the entire flop is taken back and reshuffled. The burn card will remain, and no additional burn card will be used for this flop.
- M.15 If the house dealer turns up the fourth card on the board before the action is completed, the card does not play. After the completion of the action, the next card is burned and the fifth card is put in the fourth card's place. After action is completed, the house dealer will reshuffle the deck, including the card that was taken out of play but not the burn card or discards. The house dealer will then deal the fifth card, with no additional burn card.

- M.16 If the fifth card is turned up before betting is complete, it will be reshuffled in the same manner as in the previous rule.
- M.17 A card dealt off the table is treated as an exposed card.
- M.18 In full games, if players are away from the table, the house dealer will take the collection from their stacks. A game with all seats taken or with a waiting list will be considered a full game.

Per Round Time Collection: The Dealer position, as indicated by the Dealer Button, or the Collection Button, rotates around the table, each player will be obligated to pay the posted collection fee for the time it takes to play a complete round. Each table will have the per round time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or when a light comes on to indicate that it is collection time. If you are called for a seat while the collection light is on, or at the time when the House dealers are changing, and there is a waiting list for that particular game, you must pay your collection whether or not the light is still on when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Per Hand Collection: Each table will have the per hand fee amount (collection) for that table, game type, and game limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round. The fee shall be determined (fixed) in advance of play. There shall be no more than three posted rates at a table. The fixed collection fee shall be taken from the blind or antes before or during play of hand and prior to the end of play of the hand.

102.N PINEAPPLE HOLD'EM (8 OR BETTER)

General House Rules applicable for Hold'em Game and Variations

- N.1 **Game Description:** Pineapple (also known as Pineapple Hold'em). Each player gets three hole cards. Five community cards are then turned up on the table. As in Stud, Pineapple has structured betting. Spread limit games may be offered.
- N.2 Pineapple uses a flat disc called a dealer button to indicate the player, who in theory, dealt the cards for that pot. The button (player with the dealer button) is last to receive cards on the initial deal and has the right of last action on all betting rounds except the first. One or more blind bets, posted before players look at their cards, are used to stimulate action and initiate play. Blinds are posted by players who sit in consecutive clockwise order from the button. Action is initiated on the first betting round by the player on the immediate left of the person who posted the furthest blind clockwise from the button. On all subsequent betting rounds the action is begun by the first active player clockwise from the button.
- N.3 In Pineapple, a player receives three down cards as his initial hand, prior to the three board cards being turned up, each player will discard one of his down cards. There is a round of betting after these cards have been delivered. Three board cards are turned up simultaneously (which is called "the flop"). They are community cards available to all players.
- N.4 Another round of betting occurs. The next two board cards are turned one at a time with a round of betting after each one. After the final round of betting has been completed, a player may use any combination of five cards (one in his hand, four from the board, etc.) to determine his best hand. Players may use all of the board cards which is termed "playing the board"; each must announce that he is playing the board before mucking his hand.
- N.5 Pineapple may be played High-Low split, with an eight or better qualifier for low.
- N.6 **Ranking of Hands** is the same as in Draw Poker, except there is no Joker.

RANK OF HANDS:

(a)	Royal Flush	(f)	Straight
(b)	Straight Flush	(g)	Three of a Kind
(c)	Four of a Kind	(h)	Two Pair
(d)	Full House	(i)	One Pair
(e)	Flush	(j)	High Card

- N.7 A new player entering any Pineapple game has three options:
- c. He may choose to wait for his big blind.
 - b. He may post the big blind (it is live) from any position including in front of or behind the button. If he posts in front of the button, it passes him the next hand.
 - c. He may choose to straddle (double the big blind) in position.
- N.8 If a player leaves the table for any reason and the blind(s) passes his position, he may resume play by posting the total amount of the blinds for the game or wait for the big blind. If he chooses to post, the small blind is dead money and is moved to the center of the pot while the big blind is live.
- N.9 The dealer button always moves forward, and the blinds are adjusted accordingly.
- N.10 In all games, the smallest increment chip used in the blind plays in all-in situations.
- N.11 Players who have not taken the big blind may move away from the blind and have two options.
- a. Post the big blind; it is live.
 - b. Wait and be dealt back in on the same position.
- N.12 Players who are dealt fewer cards than called for receive a card from the top of the deck after the deal is complete. If a player is dealt an additional card, one card at random is retrieved by the Floor person, turned face up and used as the burn card. If it is discovered after substantial action, all monies, antes and blinds are forfeited by that player.
- N.13 If the flop has too many cards, it will be taken back, except for the burn card, and reshuffled. No new burn card will be used.
- N.14 If cards are flopped by the house dealer before all the betting is completed, the entire flop is taken back and reshuffled. The burn card will remain, and no additional burn card will be used for this flop.

- N.15 If the house dealer turns up the fourth card on the board before the action is completed, the card does not play. After the completion of the action, the next card is burned and the fifth card is put in the fourth card's place. After action is completed, the house dealer will reshuffle the deck, including the card that was taken out of play but not the burn card or discards. The house dealer will then deal the fifth card, with no additional burn card.
- N.16 If the fifth card is turned up before betting is complete, it will be reshuffled in the same manner as in the previous rule.
- N.17 A card dealt off the table is treated as an exposed card.
- N.18 In full games, if players are away from the table, the house dealer will take the collection from their stacks. A game with all seats taken or with a waiting list will be considered a full game.

Per Round Time Collection: The Dealer position, as indicated by the Dealer Button, or the Collection Button, rotates around the table, each player will be obligated to pay the posted collection fee for the time it takes to play a complete round. Each table will have the per round time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or when a light comes on to indicate that it is collection time. If you are called for a seat while the collection light is on, or at the time when the House dealers are changing, and there is a waiting list for that particular game, you must pay your collection whether or not the light is still on when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Per Hand Collection: Each table will have the per hand fee amount (collection) for that table, game type, and game limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round. The fee shall be determined (fixed) in advance of play. There shall be no more than three posted rates at a table. The fixed collection fee shall be taken from the blind or antes before or during play of hand and prior to the end of play of the hand.

102.O PINEAPPLE HIGH-LOW SPLIT (8 OR BETTER)

General House Rules applicable to Hold'em Game and Variations

- O.1 **Game Description:** Pineapple High-Low Split - 8 or Better is another variation of Pineapple Hold'em where there can be two winners. The best high hand splits the pot with the best low hand. A qualifier of eight or better for low will be in force for all high-low split games unless a specific posting to the contrary is made. This is said to be a "qualifier" or "High-Low Split, 8 or Better." If there is a qualifier, the betting rules are like Pineapple. In an "8 or Better" game, if there is no low, the high hand wins the entire pot. Aces may be used for high or low, and straights or flushes do not impair the value of a hand for low. A player may use any five cards to make his best high hand and any other grouping of five cards, whether the same as his high hand or not, to make his best low hand.
- O.2 Pineapple High-Low Split, each player gets three hole cards, one of which must be discarded. Five community cards are then turned up on the table. As in Stud, Pineapple has structured betting. Spread limit games may be offered.
- O.3 Pineapple High-Low Split uses a flat disc called a dealer button to indicate the player, who in theory, dealt the cards for that pot. The button (player with the dealer button) is last to receive cards on the initial deal and has the right of last action on all betting rounds except the first. One or more blind bets, posted before players look at their cards, are used to stimulate action and initiate play. Blinds are posted by players who sit in consecutive clockwise order from the button. Action is initiated on the first betting round by the player on the immediate left of the person who posted the furthest blind clockwise from the button. On all subsequent betting rounds the action is begun by the first active player clockwise from the button.
- O.4 In Pineapple High-Low Split, a player receives three down cards as his initial hand, prior to the three board cards being turned up, each player will discard one of his down cards. There is a round of betting after these cards have been delivered. Three board cards are turned up simultaneously (which is called "the flop"). They are community cards available to all players.

O.5 Another round of betting occurs. The next two board cards are turned one at a time with a round of betting after each one. After the final round of betting has been completed, a player may use any combination of five cards (one in his hand, four from the board, etc.) to determine his best hand. Players may use all of the board cards which is termed "playing the board"; each must announce that he is playing the board before mucking his hand.

O.6 **Rank of Hands:** These are the general categories of hands in descending order of strength:

O.7 **RANK OF HIGH HANDS:**

- | | |
|--------------------|---------------------|
| (a) Royal Flush | (f) Straight |
| (b) Straight Flush | (g) Three of a Kind |
| (c) Four of a Kind | (h) Two Pair |
| (d) Full House | (i) One Pair |
| (e) Flush | (j) High Card |

O.8 **RANK OF LOW HANDS:**

The best low hand is 5-4-3-2-A, and 7-6-4-3-2 is better than a 7-6-5-3-2. Straights and flushes do not count against the player's hand. To qualify to win a Low hand there can not be a card higher than an eight in your five cards.

O.9 One of the following fee collection methods will be used in each Pineapple style Poker game.

Per Round Time Collection: The Dealer position, as indicated by the Dealer Button, or the Collection Button, rotates around the table, each player will be obligated to pay the posted collection fee for the time it takes to play a complete round. Each table will have the per round time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or when a light comes on to indicate that it is collection time. If you are called for a seat while the collection light is on, or at the time when the House dealers are changing, and there is a waiting list for that particular game, you must pay your collection whether or not the light is still on when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Per Hand Collection: Each table will have the per hand fee amount (collection) for that table, game type, and game limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round. The fee shall be determined (fixed) in advance of play. There shall be no more than three posted rates at a table. The fixed collection fee shall be taken from the blind or antes before or during play of hand and prior to the end of play of the hand.

102.P CRAZY PINEAPPLE HOLD'EM

General House Rules applicable to Hold'em Game and Variations

- P.1 **Game Description:** Crazy Pineapple (also known as Crazy Pineapple Hold'em). Each player gets three hole cards, one of which must be discarded (after the first three community cards are turned up). Five community cards are then turned up on the table. As in Stud, Pineapple has structured betting. Spread limit games may be offered.
- P.2 Crazy Pineapple uses a flat disc called a dealer button to indicate the player, who in theory, dealt the cards for that pot. The button (player with the dealer button) is last to receive cards on the initial deal and has the right of last action on all betting rounds except the first. One or more blind bets, posted before players look at their cards, are used to stimulate action and initiate play. Blinds are posted by players who sit in consecutive clockwise order from the button. Action is initiated on the first betting round by the player on the immediate left of the person who posted the furthest blind clockwise from the button. On all subsequent betting rounds the action is begun by the first active player clockwise from the button.

- P.3 In Crazy Pineapple, a player receives three down cards as his initial hand, after the three board cards being turned up, each player will discard one of his down cards. There is a round of betting after these cards have been delivered. Three board cards are turned up simultaneously (which is called "the flop"). They are community cards available to all players.
- P.4 Another round of betting occurs. The next two board cards are turned one at a time with a round of betting after each one. After the final round of betting has been completed, a player may use any combination of five cards (one in his hand, four from the board, etc.) to determine his best hand. Players may use all of the board cards which is termed "playing the board"; each must announce that he is playing the board before mucking his hand.
- P.5 Crazy Pineapple may be played High-Low split, with an eight or better qualifier for low.
- P.6 **Ranking of Hands** is the same as in Draw Poker, except there is no Joker.

RANK OF HANDS:

- | | |
|--------------------|---------------------|
| (a) Royal Flush | (f) Straight |
| (b) Straight Flush | (g) Three of a Kind |
| (c) Four of a Kind | (h) Two Pair |
| (d) Full House | (i) One Pair |
| (e) Flush | (j) High Card |

- P.7 A new player entering any Crazy Pineapple game has three options:
- He may choose to wait for his big blind.
 - He may post the big blind (it is live) from any position including in front of or behind the button. If he posts in front of the button, it passes him the next hand.
 - He may choose to straddle (double the big blind) in position.
- P.8 If a player leaves the table for any reason and the blind(s) passes his position, he may resume play by posting the total amount of the blinds for the game or wait for the big blind. If he chooses to post, the small blind is dead money and is moved to the center of the pot while the big blind is live.
- P.9 The dealer button always moves forward, and the blinds are adjusted accordingly.
- P.10 In all games, the smallest increment chip used in the blind plays in all-in situations.

- P.11 Players who have not taken the big blind may move away from the blind and have two options.
- Post the big blind; it is live.
 - Wait and be dealt back in on the same position.
- P.12 Players who are dealt fewer cards than called for receive a card from the top of the deck after the deal is complete. If a player is dealt an additional card, one card at random is retrieved by the Floor person, turned face up and used as the burn card. If it is discovered after substantial action, all monies, antes and blinds are forfeited by that player.
- P.13 If the flop has too many cards, it will be taken back, except for the burn card, and reshuffled. No new burn card will be used.
- P.14 If cards are flopped by the house dealer before all the betting is completed, the entire flop is taken back and reshuffled. The burn card will remain, and no additional burn card will be used for this flop.
- P.15 If the house dealer turns up the fourth card on the board before the action is completed, the card does not play. After the completion of the action, the next card is burned and the fifth card is put in the fourth card's place. After action is completed, the house dealer will reshuffle the deck, including the card that was taken out of play but not the burn card or discards. The house dealer will then deal the fifth card, with no additional burn card.
- P.16 If the fifth card is turned up before betting is complete, it will be reshuffled in the same manner as in the previous rule.
- P.17 A card dealt off the table is treated as an exposed card.
- P.18 In full games, if players are away from the table, the house dealer will take the collection from their stacks. A game with all seats taken or with a waiting list will be considered a full game.

Per Round Time Collection: The Dealer position, as indicated by the Dealer Button, or the Collection Button, rotates around the table, each player will be obligated to pay the posted collection fee for the time it takes to play a complete round. Each table will have the per round time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or when a light comes on to indicate that it is collection time. If you are called for a seat while the collection light is on, or at the time when the House dealers are changing, and there is a waiting list for that particular game, you must pay your collection whether or not the light is still on when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Per Hand Collection: Each table will have the per hand fee amount (collection) for that table, game type, and game limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round. The fee shall be determined (fixed) in advance of play. There shall be no more than three posted rates at a table. The fixed collection fee shall be taken from the blind or antes before or during play of hand and prior to the end of play of the hand.

102.Q CRAZY PINEAPPLE HIGH-LOW SPLIT (8 OR BETTER)

General House Rules applicable for Hold'em Game and Variations

- Q.1 **Game Description:** Crazy Pineapple High-Low Split - 8 or Better is another variation of Texas Hold'em where there can be two winners. The best high hand splits the pot with the best low hand. A qualifier of eight or better for low will be in force for all high-low split games unless a specific posting to the contrary is made. This is said to be a "qualifier" or "High-Low Split, 8 or Better." If there is a qualifier, the betting rules are like Crazy Pineapple. In an "8 or Better" game, if there is no low, the high hand wins the entire pot. Aces may be used for high or low, and straights or flushes do not impair the value of a hand for low. A player may use any five cards to make his best high hand and any other grouping of five cards, whether the same as his high hand or not, to make his best low hand.
- Q.2 Crazy Pineapple High-Low Split, each player gets three hole cards, one of which must be discarded (after the first three community cards are turned up). Five community cards are then turned up on the table. As in Stud, Crazy Pineapple has structured betting. Spread limit games may be offered.

- Q.3 Crazy Pineapple High-Low Split uses a flat disc called a dealer button to indicate the player, who in theory, dealt the cards for that pot. The button (player with the dealer button) is last to receive cards on the initial deal and has the right of last action on all betting rounds except the first. One or more blind bets, posted before players look at their cards, are used to stimulate action and initiate play. Blinds are posted by players who sit in consecutive clockwise order from the button. Action is initiated on the first betting round by the player on the immediate left of the person who posted the furthest blind clockwise from the button. On all subsequent betting rounds the action is begun by the first active player clockwise from the button.
- Q.4 In Crazy Pineapple High-Low Split , a player receives three down cards as his initial hand, prior to the three board cards being turned up, each player will discard one of his down cards (after the first three community cards are turned up). There is a round of betting after these cards have been delivered. Three board cards are turned up simultaneously (which is called "the flop"). They are community cards available to all players.
- Q.5 Another round of betting occurs. The next two board cards are turned one at a time with a round of betting after each one. After the final round of betting has been completed, a player may use any combination of five cards (one in his hand, four from the board, etc.) to determine his best hand. Players may use all of the board cards which is termed "playing the board"; each must announce that he is playing the board before mucking his hand.
- Q.6 **Rank of Hands:** These are the general categories of hands in descending order of strength:
- Q.7 **RANK OF HIGH HANDS:**
- | | |
|--------------------|---------------------|
| (a) Royal Flush | (f) Straight |
| (b) Straight Flush | (g) Three of a Kind |
| (c) Four of a Kind | (h) Two Pair |
| (d) Full House | (i) One Pair |
| (e) Flush | (j) High Card |
- Q.8 **RANK OF LOW HANDS:**
- The best low hand is 5-4-3-2-A, and 7-6-4-3-2 is better than a 7-6-5-3-2. Straights and flushes do not count against the player's hand. To qualify to win a Low hand there can not be a card higher than an eight in your five cards.
- Q.9 One of the following fee collection methods will be used in each Crazy Pineapple style Poker game.

Per Round Time Collection: The Dealer position, as indicated by the Dealer Button, or the Collection Button, rotates around the table, each player will be obligated to pay the posted collection fee for the time it takes to play a complete round. Each table will have the per round time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or when a light comes on to indicate that it is collection time. If you are called for a seat while the collection light is on, or at the time when the House dealers are changing, and there is a waiting list for that particular game, you must pay your collection whether or not the light is still on when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Per Hand Collection: Each table will have the per hand fee amount (collection) for that table, game type, and game limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round. The fee shall be determined (fixed) in advance of play. There shall be no more than three posted rates at a table. The fixed collection fee shall be taken from the blind or antes before or during play of hand and prior to the end of play of the hand.

102.R PANGUINGUE

- R.1 **PANGUINGUE** (pan-ginn'-gay), popularly known as "PAN," has been played in California since the early 1900's.
- R.2 **The Object of the Game** is to have combinations of three or more cards in sets or runs (known as melds) laid on the table in front of you using eleven cards. The first player doing so is the winner and receives chips from other players that still have chips and cards remaining in their hands. The winner of the hand will win chips from the other players in different ways that will be described below.
- R.3 **Number of Players:** At Bay♣101 two to eight players may play.

- R.4 **The Deck:** Eight decks of regular playing cards are used to play the game; 8's, 9's, 10's and the Jokers are omitted, leaving a total of 320 cards. (Sometimes a set of spades is deleted from the deck for 310 cards).
- R.5 **Cards in each suit rank as follows:** King being the highest, Queen, Jack, 7, 6, 5, 4, 3, 2, A. The Jack and the seven can be used in sequence. There is no rank of suits except that spades pay double.
- R.6 **The Deal:** The house dealer will shuffle and cut the cards throughout the play. Players are dealt 10 cards, five (5) at a time in a counterclockwise direction. The house dealer will start with:
- The player who is dealt the lowest card face up at the beginning of a new game.
 - The winner of the last hand.
 - The player to the right of the seat where the last hand was won when the winner elects to change seats, leaves the game or passes.
- R.7 **The Draw:** Once the player has touched the deck to draw, holding the wrong number of cards fouls his hand. He must draw from the deck rather than use the last discard.
- R.8 The draw should not begin until all players have declared. The first player to draw is the declared winner of the previous hand, or, if he is out, the first player to his right.
- R.9 Each drawn card will be displayed face up. All players in action have the right to see all drawn cards. Pan rules forbid a player from putting the option card or draw card in his hand. Putting a card in the hand makes it foul. The player would have to return all pay he has collected and continue to pay the other players all earned pay for the remainder of the hand.
- R.10 A drawn card is discarded when it is released toward the house dealer.
- R.11 Once a player has touched the deck, he may not change his mind and use the option card. He has lost his right to the option card unless it is forced on him by another player.
- R.12 A player overlooking or ignoring an option card which can be used in one of his board melds and touching the deck to draw, may, by choice of any player in action, be forced to either use the option card or to continue the draw. The exception to this is the player who drew and discarded the option card without forcing it; he may not subsequently decide to force it.
- R.13 If the rotation of the draw becomes confused, the house dealer will attempt to reconstruct the proper order whenever possible. When unable to do so, the house dealer will follow these guidelines:

- a. Once three or more players have, for whatever reason, drawn out of order, the draw stands and continues from there.
 - b. Once three or more players have drawn out of turn, cards used and pay collected as a direct or indirect result of their plays out of turn will stand so long as the meld is valid.
 - c. When the draw can be reconstructed, such efforts will be made for the benefit of players who have not drawn.
- R.14 **The Play:** Each player draws one card from the top of the deck or uses the option card. If the player takes the top card off the deck, he must use it immediately in a meld or discard it.
- R.15 After drawing and before discarding, the player may meld as many sets or runs as he holds or may add to his existing melds.
- R.16 **Set:** Three cards or more of the same rank but all of different suits would be considered a meld. Three or more cards of the same rank, all being the same suit, also would be considered a meld. The only exception would be three Aces or three Kings. Regardless of suit, they would also be considered a meld. Aces and Kings are commonly called non comoquers.
- R.17 **Sequence:** Any three cards in sequence of the same suit, as Heart Q, J, 7.
- R.18 **Forcing Cards:** If the option card can be added to a meld of the player to whom it is available, any other player may, if he desires to, require the player to take that card. The purpose in forcing this draw on the player is to compel him to make a discard, thereby possibly breaking up a prospective combination in the cards he holds.
- R.19 A player may not give the out card to another player with ten (10) cards melded on the board if the card can be used in the first player's hand. Any player in action has the right to see the first hand and to force back the card if it can be used in any way.
- R.20 A player may not be forced to take an out card unless that card would put the next player out for a greater amount of pay.
- R.21 Any player in action may choose to end the hand for lower pay by forcing the out card.
- R.22 **Foul Hands:** A foul hand is a hand successfully called foul by a player in action as a result of one or more violations of rules.

- R.23 **Irregularities:** If, before the player has made his first draw, he finds he has nine cards, the house dealer will deal the player an additional card. If the player has eleven cards, the house dealer withdraws the excess card from the player's hand, putting it among the discarded hands of passing players. If the player has been dealt less than eight cards or more than eleven cards, the hand is dead and the player's passing ante will be returned.
- R.24 If a player's hand is found incorrect after he has made his first draw, he must discard his hand, retire from that deal and return all collections he made for conditions. In addition he must continue to make due payments to others for their winnings.
- R.25 **Going Out:** When a player shows eleven cards in melds, he collects two chips from every player, plus he also collects for valid pay condition.
- R.26 When a player has all ten cards spread, the player at his left may not discard an option card, if he can possibly use it, that puts the opponent to his right out.
- R.27 **Incorrect Meld:** If a player lays down any spread not conforming to the rules, he must make it valid on demand. If he cannot do so, he must return any collections made for the improper spread and legally proceed with the turn. If he has already discarded, he must return all collections made on that hand, discard the hand, and retire from play until the next deal, but must continue to make payments to others for conditions and winnings. However, if the player makes the meld valid before attention is called to it, there is no penalty. Each meld (or spread) must be at least three cards, it may be as many as eleven. For convenience the melds are classified as sequences (usually called "ropes" and sets).
- R.28 **Conditions:** Certain melds are called conditions. On melding conditions, the player immediately collects chips from every other player, as follows: All threes, fives, and sevens are Valle (pronounced valley) cards, that is "cards of value." Cards of other rank are no-valle.

The conditions are:

- a. Any set of Valle cards, not in same suit, 1 chip.
- b. Any set of Valle cards, in the same suit, 4 chips in Spades, 2 chips in any other suit.
- c. Any set of non Valle cards, in the same suit, 2 chips in Spades, 1 chip in any other suit.
- d. Any sequence of A, 2, 3 in the same suit, 2 chips in Spades, 1 chip in any other suit.
- e. Any sequence of K, Q, J in the same suit, 2 chips in Spades, 1 chip in any other suit.

- R.29 **Increasing:** A player may add one or more cards to any of his melds, provided that the character of the meld is preserved. To a set of different suits he may add any card of the same rank, to a set of the same suit, another of the same rank and suit. When such cards are so added to a condition, the player collects the value of the original condition for each additional card, except that only half value is paid for addition to a set of three Valle cards in the same suit (2 chips in Spades, 1 chip in any other suit).

One meld may be split into two by addition of cards, provided that two valid melds result. For example: Diamond J, 7, 6, 5 may be split into two melds by the addition of Diamond Q, 4. The advantage in splitting is to increase the number of open ends. If splitting a meld creates a condition, player collects for this condition, 2 chips in Spades, 1 chip in any other suit. Example: The player has melded four 4's one of each suit; by adding two more 4's of the same suit he makes two valid melds, one of them a condition.

- R.30 **Borrowing:** A player may take a card from one of his increased melds to make a new meld, provided he leaves a valid meld. For example: from club 7, 6, 5, 4, he may borrow either the 7 or 4, but not the six or five.
- R.31 **Pays :** All Pays (sometimes known as collections, not to be confused with fee collection) must be called for before discarding. A player who neglects to do so may not ask for the pay until his hand is hit again.
- R.32 The same amount of pay must be collected from each player in action. A player may ask for short pay, but all players will pay the same amount.
- R.33 A player penalized for a foul hand is required to repay all chips collected during the hand, but he does not have to repay any opponent who has gone broke and/or previously fouled his hand.
- R.34 On the outs, a player having to collect and then cut off a collection **must be specific in his statement or action**. Simply stating "out on a good one" is not sufficient.
- R.35 A player may ask the house dealer for help in calculating the value of a collection or of the outs.
- R.36 No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.

- R.37 **Dealer Enforcement:** Pan rules are usually enforced only at the specific request of a player in action. The House cannot always intervene on behalf of an injured player unless he promptly calls the problem to the house dealer's attention. Players must protect their hands and enforce their rights according to the rules.
- R.38 The house dealer may not assist or advise players except to calculate the value of collections or of the outs when any active player asks. The outs must be read as the hand lies.
- R.39 The house dealer will intervene when unearned pay is requested.
- R.40 The house dealer will enforce payment of all earned collections. The outs will be paid in front of each player's position (no splashing).
- R.41 The house dealer will foul a player's hand at the request of another player in action when justified by the rules.
- R.42 **General:** The minimum buy-in is twenty (20) chips of equal value for the condition of the game.
- R.43 Playing for Tops is allowed in time collection games only. Before play starts, each player beginning with the previous "winning" hand declares whether he will stay in the play or retire. If he retires, he discards his hand and forfeits his ante, usually two chips. Hands discarded by retiring players are not returned to the deck, but are set aside so that they may not be drawn into play. The forfeits (called "tops") go to the player who goes out.
- R.44 A player who causes a game to break up by leaving the table or refusing to play will lose his place on the change board, and his name will be put at the bottom of the waiting list.
- R.45 On the deal, foreign cards (8, 9, 10, Joker) appearing in a player's hand will be replaced from the center. On the draw, the foreign card will be removed and the player will draw again.
- R.46 Each player is responsible for counting the cards before picking them up. If a player discovers he has the wrong number of cards after the player touched the deck to draw, his hand is foul and he must return all pay he has collected and pay all earned pay for the remainder of the hand.
- R.47 The Floor person's decision is final in all disputes and in the interpretation of all rules.
- R.48 One of the following fee collection methods will be used in each Pan game.

Per Round Time Collection: The Dealer position, as indicated by the Dealer Button, or the Collection Button, rotates around the table, each player will be obligated to pay the posted collection fee for the time it takes to play a complete round. Each table will have the per round time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or when a light comes on to indicate that it is collection time. If you are called for a seat while the collection light is on, or at the time when the House dealers are changing, and there is a waiting list for that particular game, you must pay your collection whether or not the light is still on when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Per Hand Collection: Each table will have the per hand fee amount (collection) for that table, game type, and game limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round. The fee shall be determined (fixed) in advance of play. There shall be no more than three posted rates at a table. The fixed collection fee shall be taken from the blind or antes before or during play of hand and prior to the end of play of the hand.

SECTION: 103

BAY♣101 GENERAL HOUSE RULES OF CALIFORNIA GAMES

House rules applicable to all California (player/dealer) style games

1. Each player has the option of being the player/dealer for two consecutive hands on any betting position wagered on the previous hand. All players play their hands against the player/dealer's hand only.
2. A Bay♣101 employee on duty never makes a determination regarding play of a customer's player/dealer's hand, other than their own hand.
3. Each table and each betting circle has a spread limit defining the minimum and maximum amount that may be wagered in each betting spot. Players must wager at least the table minimum. Any amount wagered over the maximum will receive no action. Less than minimum bets will receive action, but cannot be allowed to continue.
4. The active player/dealer may designate any person to shake the dice except a Bay♣101 employee on duty.
5. There is no maximum on player/dealer wagers.
6. All cash will be changed to chips. All bets will be paid in chips.
7. All action goes clockwise, except in Pai Gow (tiles), starting with the action button.
8. The player who controls the seat is the active player for that position.
9. The active player in control of a seat has the option of allowing back-line play on a position upon which he is wagering. Bets may only be placed in the spots provided on the table layout.
10. The seated player may not prohibit any player from wagering on a position if he himself is not wagering on it. Once a player has wagered on this position, that player is allowed to wager or back-line if a spot is open.
11. Back-line players may participate in the play of the hand. If the active player and back-line player(s) disagree over the play of the hand, the player with the largest wager that will receive action makes the final decision. When the largest wagers are equal amounts and these players do not agree, the active player makes the decision.

12. When the back-line player(s) wishes to make a decision on the hand and has the largest bet in action, he must verbally declare his intent to the house dealer to stop the action before the active player acts.
13. In the player/dealer position, the player with the largest wager in action makes the final decision when there is a disagreement on the play of the hand.
14. Once the house dealer has released the dice and announced "no more bets," players may not change their wagers. Penalty: Possible forfeiture of wager to the extent that money covers. A player may be barred from play and subject to prosecution.
15. Each player must put the entire wager in the spot before the dice cup is opened by the house dealer. Only money in the spot plays. Stating "money covers" or other call bets are not acceptable.
16. Active players are entitled to ask the house dealer the amount of the player/dealer's wager, to the extent that it affects the play of their hands.
17. If there was no collection in the previous hand, no one may be the player/dealer on that spot.
18. A player may see all hands on which he has wagered, but may set only the first hand he looks at. All other hands must be set or played "house-way".
19. "Kum-Kum" bets will be paid off and/or collected as one bet.
20. Players who choose to bet Kum-Kum must each wager at least the minimum bet permitted at that table.
21. Players who bet Kum-Kum do so at their own risk. The house will not hold up action or be responsible for settling disputes that arise from Kum-Kum bets.
22. A player removing a winning wager from the betting circles may be paid the minimum bet (to the extent money covers), if the correct amount of the wager cannot be determined.
23. A player removing a losing wager from the betting circles may be barred and/or subject to prosecution.
24. Any attempts to switch, pass, or hold out cards will cause that hand to be fouled and forfeiture of that wager to the extent money covers. Any player(s) found guilty of such actions will be barred and may be subject to prosecution.

25. No side bets are allowed.
26. A player may not surrender his hand, except in games where the rules allow for surrender; i.e.; No Bust 21st Century Blackjack.
27. All players are forbidden to show or discuss their hands with any other players not involved in that hand.
28. The player/dealer's hand will not be exposed until all hands have been set.
29. Any player having the wrong number of cards may have a fouled hand. If the hand is ruled foul, the wager will be forfeit to the extent money covers
30. A hand that has been misread by the house dealer will play at true value if it can be retrieved intact.
31. House fee collections will be determined prior to the play of the hand. The method of collection can be found in the rules of each game type.
32. Certain types of paraphernalia are not allowed on the playing surface of the table; i.e. radios, cell phones, beverage containers, tape and CD players, wallets, purses, reading materials, and similar items. Chip racks containing chips are permitted on the surface of the table.
33. Cell phone calls may not be made or taken while on the gaming floor or at a table. Players must excuse themselves from the game and move off the gaming floor to make or receive cell phone calls
34. Players are responsible for protecting their own hands and wagers at all times. Cards and tiles may not be removed past the edge of the table and must be kept in plain view at all times.
35. California Games are multi-ethnic and various languages are permitted and spoken at the tables. In case of questions or disputes, house rulings will always be given in English. House rulings may also be given in another relevant language if, in the Bay♣101's opinion, it will assist the understanding of the ruling.
36. The general house rules for California Games apply to all California (player/dealer) style games unless a rule for specific game states otherwise, in which case the specific rule applies.

37. By wagering in a California game, players agree that Management has the final decision on who may play and the manner in which play is conducted. Discourteous or rude behavior, abusive language and unruly conduct are not tolerated. To make the games enjoyable and to protect players and employees from unpleasant situations, management supervises the behavior of participants in the games, excludes players as appropriate, interprets game rules, and makes decisions in the best interest of the game.
38. Management and floor persons reserve the right to make decisions in the best interest of the game, even though a technical interpretation of the rules might dictate a contrary decision.
39. Management's decision is final.

104.A CALIFORNIA BLACKJACK

- A.1 **Game Description:** California Blackjack is played with 56 cards: one or more standard 52-card deck(s) plus 4 Cal-Aces. The game is dealt on a poker style table to eight players (positions). The object of the game is to get 22, or as close to 22 as possible, by adding up the value of the cards.
- A.2 **Rank of Hands:** All cards count their face value with the exception of Aces, which can be either one or eleven. Face cards count as ten. You cannot "bust" in California Blackjack. If no one has 22, whoever is closest to 22 wins. The hand closest to 22, but under 22, beats the hand that is over 22. As an example, 21 beats 23 because it is under 22, but 23 beats 20 because it is closer to 22.
- A.3 A Natural consists of any two Aces, 22 points on the first two cards. This hand should be turned up immediately. Should a natural not be exposed before the first draw card is dealt, the hand plays as a 22.
- A.4 During the draw, players must position their hole cards in the "hit" box in order to draw. By positioning their hole cards in the "stand" box, players automatically pass. Players are fully responsible for the correct placement of their hands.
- A.5 If one card is exposed during the deal, it plays. If a player elects to draw, the first draw card will be delivered face down.
- A.6 Cards removed from the table may be declared dead.
- A.7 The contents of each hand must be kept secret.
- A.8 The player/dealer will be dealt one card face up and one card face down.

- A.9 All players will be dealt two cards face down.
- A.10 The player/dealer will be allowed to check the hole card for a Natural when showing an Ace on board. If the player/dealer has a Natural, the hand is concluded, and the player/dealer is paid to the extent that the player's money covers. Should a natural not be exposed before the first draw card is dealt, the hand plays as a 22.
- A.11 Naturals held by players are paid in order to the extent that the player/dealer's money covers.
- A.12 Players may stand on any point total, but may not draw further once reaching or exceeding 22 hard points.
- A.13 Once a player has passed during the draw, the cards may not be handled further.
- A.14 The player/dealer draws last, and must hit 18 or less and soft 25 or more. The player/dealer must stand on all 21's and 22's. Player/dealer option hands are 19, 20, soft 23 and soft 24.
- A.15 Ties are a "push" and have no effect on the settlement of other wagers.
- A.16 A player may not expose, surrender, or concede his hand.
- A.17 At the request of a player, the Floor Supervisor may play a hand according to "House Way" which is as follows:
- a. Stand on 20, 21, 22 and 23.
 - b. Stand on hard 19 when the "House dealer" shows an 8 or 9.
 - c. Hit all other hands.
- A.18 A House Way hand inadvertently set or misplayed is a dead hand. All other hands are in play.
- A.19 House fee collection will be collected as follows:

Prior to the play of a hand, and without regard to the dollar amount wagered, a fixed fee will be charged for each betting transaction (spot) a player makes. The amount of the fixed fee to be paid, the minimum and maximum betting limit for each betting transaction, and the maximum number of transactions allowed will be posted at each individual table.

If it is determined that a player did not pay his collection prior to the play of the hand, The following penalty will be imposed:

- a. Should the wager in question win and it is determined that no collection was paid, the wager will not be paid and the player will risk being barred from the casino.
 - b. Should the wager in question lose and it is determined that no collection was paid, the wager will have action and the customer must pay the collection for the wager or be barred until the collection is paid.
- A.20 The dice cup (containing three dice) is shaken by the player/dealer to determine which seated player (position) receives the first action hand. The player/dealer is always counted as numbers 1,8 or 15, in a seven handed games, or 1,9 or 17 in an eight handed game. In some games, special dice maybe used which would never have a combined spot total of more than seven or eight. The house dealer will deal each player (position) two cards each. The player/dealer's hand is kept in front of the house dealer.

104.B "NO BUST" 21ST CENTURY BLACKJACK

- B.1 21ST Century Blackjack is dealt from a shoe or shuffle machine containing one to eight decks of standard playing cards consisting of 52 cards plus one Joker per deck.
- B.2 The Players' objective is to form a hand that does not exceed "Natural 22".
- B.3 All Players and the Designated Players cards will be dealt face up.
Exception: Double-down.
- B.4 Each Player will receive two cards on the initial deal. Designated Player receives one.
- B.5 Players have the option to draw additional cards.
- B.6 All cards have face value.
- B.7 All face cards have a value of 10.
- B.8 Aces have a value of 1 or 11.
- B.9 Jokers are wild. A Joker with any card is hard 21. Players may not draw further.
- B.10 The value of each hand is the sum of its cards.
- B.11 All Players hands are compared with the Designated Player hand.

- B.12 A "Natural" hand beats all other hands. A "Natural" consists of:
- a. Two Jokers (pays 2 to 1)
 - b. Two Aces or
 - c. One Ace and one Joker.
- B.13 If a Player's total is more than a "Natural" and the Designated Player's total is a "Natural" or less, the DESIGNATED PLAYER WINS.
- B.14 If a Player's total is a "Natural" or less, and the Designated Player's total is more than a "Natural," the PLAYER WINS.
- B.15 If the Player and the Designated Player's total are above a "Natural":
- a. Designated Player is closer to a "Natural," DESIGNATED PLAYER WINS.
 - b. If a Player is closer to a "Natural," it is a PUSH.
 - c. DESIGNATED PLAYER WINS all ties over a "Natural."
- B.16 If the Player and the Designated Player's total is below a "Natural," the hand closest to a "Natural," wins.
- B.17 If the Player and Designated Player are tied on a "Natural" or less, it is a PUSH.
- B.18 If the Designated Player's first card is a Joker, there is no draw or surrender.
- B.19 All payoffs to the extent that money covers.
- B.20 The following chart outlines all rules regarding the hit cards subsequent to receiving two UP cards. After all Players have received their initial two cards, starting from the next clockwise position from the Designated Player, Players may receive additional (hit) up cards. Players may draw as many cards as needed.

R U L E S for P L A Y E R S		
MUST STAND ON	MUST HIT ON	HAVE OPTION ON
<u>Soft & Hard 20</u> <u>Soft & Hard 21</u> <u>Natural 22</u>	<u>11 or Less</u>	<u>12</u>
		<u>13</u>
		<u>14</u>
		<u>15</u>
		<u>16</u>
		<u>17</u>
		<u>18</u>
		<u>19</u>

B.21 DOUBLE-DOWN, SPLIT, and SURRENDER RULES

- Players' may double-down only on their first two cards and receive one card face down. Soft hands (Ace) may not be doubled.
- Players may split any pair with the exception of Aces or Jokers and receive multiple draw cards.
- Players may only split once.
- Players may surrender on their first two cards and forfeit half their wager to the extent that money covers.

B.22 DESIGNATED PLAYER and DEAL

- The Designated Player position rotates in a systematic and continuous way so the deal does not constantly remain with a single person. The Designated Player position may remain in the same position for two consecutive hands only, the Designated Player position must then move to the next position in a clockwise rotation. The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered.

- b. Designated Player's are never required to cover all opposing Players' wagers. The house never participates as a Player or Designated Player. The house never takes a percentage of the game.
- c. The following chart outlines all rules regarding the Designated Player's hit cards subsequent to all Players receiving hit cards. After all Players have drawn additional cards, the Designated Player will receive their second card, which determines where the action button is to be placed. The Designated Player may also draw as many cards as needed.

RULES for DESIGNATED PLAYER		
MUST STAND ON	MUST HIT ON	HAVE OPTION ON
HARD 17 AND ABOVE	SOFT 17 OR LESS	NONE

B.23 GAME LIMITS

\$10 to \$100

\$20 to \$100

\$40 to \$100

\$100

No Game limit will ever exceed \$100.

B.24 DEALER PROCEDURES

A. Manual Shuffle

1. Pre shuffled decks are brought to the Dealer in a card carrier.
2. Dealer will reshuffle all cards.
3. Designated Player will place a cut card at least ten cards from the top of the deck.
4. Dealer cuts the deck at that spot.
5. The dealer places the cut card approximately one deck (53 cards) from the bottom of the shoe to insure that the shoe does not run out of cards in the middle of a hand.

6. When the cut card appears, the Dealer calls for new cards and completes the hand in progress.

B. Machine Shuffled Shoe (Off Table)

1. Pre shuffled decks are brought to dealer in shoe.
2. Dealer will expose first card in shoe face up on table.
3. Dealer will deal out appropriate number of cards as determined by exposed card face down and will place cards at back of deck(s) in shoe.
4. The dealer places cut card approximately one deck (53 cards) from bottom of shoe to insure that shoe does not run out of cards in middle of a hand.
5. When the cut card appears, Dealer calls for a new shoe and completes the hand in progress.

C. Machine Shuffle (On Table)

1. Cards are delivered to Dealer in card carrier or box by Floorperson.
2. Dealer shall spread the cards on the table and verify the deck(s) are complete and suited.
3. Dealer will place cards in shuffle machine while Floorperson is present and start a machine shuffle.

B.25 House fee collection will be collected as follows:

Prior to the play of a hand, and without regard to the dollar amount wagered, a fixed fee will be charged for each betting transaction (spot) a player makes. The amount of the fixed fee to be paid, the minimum and maximum betting limit for each betting transaction, and the maximum number of transactions allowed will be posted at each individual table.

If it is determined that a player did not pay his collection prior to the play of the hand, The following penalty will be imposed:

- a. Should the wager in question win and it is determined that no collection was paid, the wager will not be paid and the player will risk being barred from the casino.

- b. Should the wager in question lose and it is determined that no collection was paid, the wager will have action and the customer must pay the collection for the wager or be barred until the collection is paid.

104.C DOUBLE-HAND POKER (PAI GOW POKER)

- C.1 GAME DESCRIPTION:** Double-Hand Poker is played with 53 or 56 cards: a standard 52-card deck and one or four Jokers. The Joker may be used as an Ace, or to complete a straight, a flush or a straight flush. **VARIATION:** Jokers may be wild. The game is dealt on a poker style table to seven or eight players (positions). The dealer button denotes which one of the seven or eight players is the player/dealer for that hand.
- C.2** The house dealer will deal seven or eight hands (piles). Each hand contains seven or eight cards all dealt face down. The player/dealer selects one of the seven piles as the first hand to be delivered. The house dealer places an action button on the selected hand. The dice cup (containing three dice) is shaken by the player/dealer to determine which seated player (position) receives the first action hand. The player/dealer is always counted as numbers 1,8 or 15, in a seven handed games with 53 cards, or 1,9 or 17 in an eight handed game with 56 cards. In some games, special dice maybe used which would never have a combined spot total of more than seven or eight. The house dealer will deal each player (position) a pile which consists of seven cards each. The player/dealer's hand is kept face down in front of the house dealer.
- C.3** The players set their hands (any player may ask for his hand to be set House Way). Out of the seven cards two hands are made, one two-card hand and one five-card hand. The five-card hand (the back hand) must rank higher than the two-card hand (the front hand). The players place their hands face down with the two-card hand in front and the five-card hand in back.
- C.4** After all players have set their hands, the House Dealer will open the player/dealer's hand. The player/dealer will determine which way the hand will be set.
- C.5 Rank of Hands**
- | | |
|--------------------|---------------------|
| (a) Five Aces | (g) Straight |
| (b) Royal Flush | (h) Three-of-a-Kind |
| (c) Straight Flush | (i) Two Pair |
| (d) Four of a Kind | (j) One Pair |
| (e) Full House | (k) High Card |
| (f) Flush | |

Note: An Ace may be played high or low for a 5-card straight.

Example: 5-4-3-2-A = Low straight
A-K-Q-J-10 = High straight

The Joker may be used as an Ace or as any card to complete a straight or as the highest unmatched card in a flush or straight flush. In Jokers Wild, the Joker may be used as any card.

C.6 Object of the game:

To win the hand, both the front and back hands must rank higher than the player/dealer's hands. If both of the player/dealer's hands rank higher than the player's two hands, the player/dealer wins. If only one of the hands ranks higher, it is a push, meaning neither side wins. Each player keeps his bet. An identical hand is called a copy. The player/dealer wins all copies.

The player/dealer may only receive action on the amount wagered. Once the player/dealer's wager is depleted, the hand is over. It is possible to hold a losing or a winning hand and receive no action, or partial action.

C.7 The player/dealer's hand will not be opened until all hands have been set with the exception of a "House Way" hand. (See rules #8 and #9.)

C.8 A player has a foul hand if:

- a. The two-card front hand ranks higher than the five-card back hand, or
- b. The player does not have exactly two cards in the front hand, or
- c. The player does not have exactly five cards in the back hand.

C.9 A boxed or exposed card on the deal will be replaced by the first of the remaining four cards after the deal is finished.

C.10 A misdeal will be declared if:

- a. A Joker or an Ace is boxed or exposed, or
- b. if two or more cards are boxed or exposed, or
- c. the player/dealer's hand does not have the correct number of cards.

- C.11 A player is responsible for the final setting of his hand. When a player requests assistance on the setting of a hand by the house dealer, a "House Way" button will be placed on the hand. Upon reaching that hand on the payoff after the player/dealer's hand is opened and set, the House Way hand will be opened and set per House Way guidelines. When players have looked at their hands, they may or may not be allowed to ask for a House Way play. **(See Exhibit # 1 – Double Hand Poker and Exhibit #2 – Pai Gow House Way) located in Section: 103 – California Games.**
- C.12 Any House Way hand improperly set by the house dealer will be reset by Management.
- C.13 The house dealer cannot allow the player/dealer to set his hand foul. If the house dealer mistakenly allows a foul hand to be played, it will be reset the most logical way by Management and play will continue.
- C.14 The player/dealer's hand is not set until he has signified his final decision in an obvious manner to the house dealer.
- C.15 Any player may request a new set up before the first bank. Only the player/dealer may request a change of deck between the first and second bank.
- C.16 When two identical cards are turned up, the hand will be declared a misdeal.
- C.17 A hand that has been misread by the house dealer will play at true value if it can be retrieved intact.
- C.18 If the hand goes to the wrong spot before the dice cup is closed, it is a misdeal.
- C.19 House fee collection will be collected as follows:

Prior to the play of a hand, and without regard to the dollar amount wagered, a fixed fee will be charged for each betting transaction a player makes. The amount of the fixed fee to be paid, the minimum and maximum betting limit for each betting transaction, and the maximum number of transactions allowed will be posted at each individual table.

If it is determined that a player did not pay his collection prior to the play of a hand, The following penalty will be imposed:

- a. Should the wager in question win and it is determined that no collection was paid, the wager will not be paid and the player will risk being barred from the casino.

- b. Should the wager in question lose and it is determined that no collection was paid, the wager will have action and the customer must pay the collection for the wager or be barred until the collection is paid.

104.D SUPER PAN 9

- D. 1 **Game Description:** Super Pan 9 is played with eight decks of cards minus the 7's, 8's, 9's and 10's for a total of 288 cards. The game is dealt on a poker style table to seven or eight players (positions). The dealer button denotes which one of the seven or eight players is the player/dealer for that hand.
- D. 2 The dice cup (containing three dice) will be shaken by the player/dealer to determine which seated player (position) receives the action button. The action button denotes which hand is to be first in play when the play begins. The player/dealer is always counted as numbers 1,8 or 15, in a seven handed games, or 1,9 or 17 in an eight handed game. In some games, special dice maybe used which would never have a combined spot total of more than seven or eight.
- D. 3 The house dealer will deal each player three cards, one at a time, starting at the action button. The player/dealer's cards will be placed under the dealer button, and after the deal is complete, the player/dealer's cards will be placed in front of the house dealer and kept face down. Each player may stand on his hand or draw one additional card.
- D. 4 Card Values are: Face Cards = 0
Aces = 1
All Other Cards = Face Value
- When adding card values, totals of 10 or 20, equal zero (0).
- Example:** $6 + 6 + 6 = 8$
 $5 + 5 + 5 + 5 = 0$
 $5 + 5 + 5 + 6 = 1$
- D. 5 **Rank of Hands:** 9-8-7-6-5-4-3-2-1-0
- D. 6 **Object of the game:** To obtain a higher-ranking hand than the player/dealer's. The highest-ranking hand is 9, the lowest-ranking hand is 0. The Banker must stand on 7 or better, hit 3 or less, with 4, 5, or 6 being optional. House Way: stand on 6 or better, hit 5 or less.
- D. 7 The house dealer's hand will not be exposed until all hands have been set.
- D. 8 When the player/dealer's three-card hand totals a three or less, the house dealer will automatically draw a card for the player/dealer.

- D. 9 When the dealer's three-card hand holds a 7-8-9, the hand will automatically stand (play).
- D.10 A boxed card in the shoe is dead and will be replaced by the next card in the shoe. When the house dealer deals a card off the table, the card will be picked up by the Floor Supervisor and it plays.
- D.11 All exposed cards on the deal will play. On the draw, an exposed card will be replaced after the player/dealer has acted on his hand and before the player's hand is read. (Note: an exposed card is defined as one that lands face up on the table).
- D.12 The player/dealer's hand is not set until he has signified his final decision in an obvious manner to the house dealer.
- D.13 A misdeal will be called if:
- a. It has been determined, after the second card comes out, that cards have gone to the wrong spot.
 - b. The player/dealer has the wrong number of cards.
- D.14 A hand that has been misread by the house dealer will play at true value if it can be retrieved intact.
- D.15 Each player must put his hand down on the proper square before the draw starts. The house dealer will check with each player in turn.
- D.16 If a player is passed over without protecting his right to draw and the subsequent player has drawn a card, the passed player may not get a card.
- D.17 When a player requests assistance on the play of a hand by the house dealer, a "House Way" button will be placed in that position. In turn, the house dealer will play the hand according to Bay♣101 Guidelines:
- a. Draw on five (5) or less.
 - b. Stand on six (6) or more.

After the player/dealer's hand has been opened and set, the "House Way" hand will be opened and checked. Any House Way hand incorrectly played by the house supervisor will be ruled dead and receive no action.

D.18 House fee collection will be collected as follows:

Prior to the play of a hand, and without regard to the dollar amount wagered, a fixed fee will be charged for each betting transaction a player makes. The amount of the fixed fee to be paid, the minimum and maximum betting limit for each betting transaction, and the maximum number of transactions allowed will be posted at each individual table.

- a. Should the wager in question win and it is determined that no collection was paid, the wager will not be paid and the player will risk being barred from the casino.
- b. Should the wager in question lose and it is determined that no collection was paid, the wager will have action and the customer must pay the collection for the wager or be barred until the collection is paid.

104.E PAI GOW GENERAL RULES

E.1 BAY♣101 provides house dealers for all games, but does not participate in the actual play of the game, and has no interest in the outcome of play. No player ever plays against, or makes a wager against, the BAY♣101.

E.2 House fee collection will be collected as follows:

Prior to the play of a hand, and without regard to the dollar amount wagered, a fixed fee will be charged for each betting transaction a player makes. The amount of the fixed fee to be paid, the minimum and maximum betting limit for each betting transaction, and the maximum number of transactions allowed will be posted at each individual table.

If it is determined that a player did not pay his/her collection prior to the play of a hand, The following penalty will be imposed:

- a. Should the wager in question win and it is determined that no collection was paid, the wager will not be paid and the player will risk being barred from the casino.
- b. Should the wager in question lose and it is determined that no collection was paid, the wager will have action and the customer must pay the collection for the wager or be barred until the collection is paid.

E.3 Each table has a spread limit defining the minimum and maximum amounts that may be wagered in each spot or transaction.

E.4 You must bet at least the minimum limit. A wager, which is less than the minimum limit, may receive action, but will not be tolerated.

- E.5 Any amount over the maximum table limit will not receive action.
- E.6 There is no maximum on a banker's wager.
- E.7 'Kum-Kum' bets will be paid off and/or collected as one bet.
- E.8 Players who choose to bet 'Kum-Kum' must each wager at least the minimum bet permitted at the table.
- E.9 Players who bet 'Kum-Kum' do so at their own risk. The house will not hold up action or be responsible for settling disputes that arise from 'Kum-Kum' bets.
- E.10 All action goes counterclockwise, starting with the action button.
- E.11 All cash must be changed to chips. Chips must be used for all wagers and/or payoffs.
- E.12 The player who controls the seat is the only active player for that position, and the only one allowed to handle the tiles.
- E.13 Back-line bets are allowed. All back-line bets must be placed in designated wagering areas (spots) provided on the table layout, at each player position.
- E.14 A seated player may not prohibit any other player, from wagering on any spot, that the seated player is not wagering.
- E.15 If the active player and back-line player(s) disagree over the play of a hand, the player with the largest wager, in action, makes the final decision. *For example*; if the bankers wager totals 5 chips and the active players wager totals 3 chips, even though the back-line player's wager may total more than 3 chips, the active player will make the final decision, as the maximum action the back-line player can receive, in this example, is for 2 chips.
- E.16 When the back-line player wishes to make a decision on the hand and has the largest wager, in action, the back-line player must verbally declare their intent to the house supervisor to stop the action, before the active player acts.
- E.17 All wagers must be made in designated wagering areas (spots) and each wager will pay time collection before each hand is played.
- E.18 In the banker position, the largest wager, in action, makes the final decision in any disagreement, on the play of a hand.
- E.19 The active banker may designate any person to shake the dice, except a BAY♣101 employee on duty.

- E.20 Once the house dealer has released the dice and announced "No more bets," no one may change their wager. *Penalty:* Possible forfeiture of wager to the extent that money covers. Violators may be barred from play and subject to prosecution.
- E.21 The bankers' hand will not be opened, until all players hands have been set.
- E.22 All players must put their bet(s) in designated wagering areas (spots) before the dice are released by the house dealer. Only a bet placed within a spot will play. Stating "money covers," or other call bets, are neither allowed nor acceptable.
- E.23 Any active player is entitled to ask the house dealer the amount of the bankers' wager, to the extent that it affects the play of their hand.
- E.24 No side bets are allowed.
- E.25 If there was no wager, on a players position, on the previous hand, no one may be the banker on that players position, on the next hand.
- E.26 A player may not surrender their hand.
- E.27 Any attempt to switch, pass and/or hold out any tile(s) will cause that hand to be foul and forfeiture of that wager, to the extent that money covers. *Penalty:* Any such attempt, may subject the player to being barred and/or criminal prosecution.
- E.28 Any player removing a losing wager may be barred and/or subject to prosecution.
- E.29 Any player, who removes a winning wager from a designated wagering area, may be paid the minimum wager (to the extent that money covers), if the correct amount of the wager cannot be determined.
- E.30 Any player having the wrong number of tiles may have a fouled hand. If the hand is ruled foul, the wager will be forfeit to the extent money covers.
- E.31 All players are forbidden to show or discuss their hands with any other player not involved in the play of that hand, before the action is completed.
- E.32 A player may see all hands on which he has wagered, but he may set only the first hand he looks at. All other hands must be set or played "house-style".
- E.33 Once the first players hand (the action hand) has been opened by the house dealer, the banker's hand may not be re-set.

- E.34 A hand that has been misread by the house dealer, will play at true value, if it can be retrieved intact.
- E.35 During the stacking of the tiles, if either a Teen ('12'-*the Heaven tile*), Dey ('2'- *the Earth tile*), Low 3 or Low 6 tile is exposed, all the tiles must be reshuffled. If any other tile is exposed, the tile will be playable, unless the banker requests a reshuffle. If two or more tiles are exposed, all the tiles must be reshuffled.
- E.36 During the delivery of the bankers tiles, if one tile is exposed, the banker must accept as playable. If two or more tiles are exposed, the play is dead and all the tiles are reshuffled.
- E.37 During delivery of a players hand, if one tile is exposed, the tile will be playable. If two or more tiles are exposed, that players hand is dead. All wagers and collections, for that player position, are returned.
- E.38 Should a tile(s) leave the table and drop to the floor, the tile(s) must be retrieved by a floor supervisor, and the tile(s) will play. The tile(s) must be played face-up and the hand will be opened and read last. After that round of play, the entire set of 32 tiles will be checked, to insure their completeness.
- E.39 When all playing areas are in play, and players are suspected of signaling, or otherwise communicating, the value of the tiles in play, the house may, at its discretion, eliminate a playing area, thereby removing four tiles from each round of play.
- E.40 The banker's hand is not set until the banker has signified his final decision, in an obvious manner to the house dealer.
- E.41 The house dealer is not allowed to have any influence on the outcome of a hand. Selection of tile delivery, shaking the dice or giving an opinion on the setting of a hand are examples of influence. The house dealer is allowed to set any hand the 'House Way,' when requested.
- E.42 The banker chooses the style of tile delivery. The house dealer, after shuffling, and stacking the tiles in eight stacks of four tiles each, will cut and arrange the style of delivery requested by the banker. Only styles of delivery approved by BAY♣101 are acceptable. Only the house dealer may stack, cut or arrange the tiles.
- E.43 If a player makes a claim, protests or disputes an action, or the house dealer makes a mistake, the floor supervisor will always be called.
- E.44 No player is allowed to look at or set more than one hand. If a player needs assistance, they may ask for the 'House way.'

- E.45 English is the primary language for Pai Gow at the BAY♣101, however, since Pai Gow is a multiethnic game, various languages are often spoken at the table. In case of questions or disputes, house rulings and interpretations will always be given in English, as well as any other relevant language.
- E.46 At no time will unused tiles be exposed, until the round of play is over. They will, however, be exposed before beginning a new shuffle.
- E.47 When opening a game, the tiles will be exposed, in ranking order, and the dice cup will be uncovered, until such a time that the first players can visually inspect them.
- E.48 A player's hand may be ruled dead if they allow any of their tiles to come into contact with another players tiles.
- E.49 At the end of a round of play, any hand that was not opened, and/or, any tiles that were not exposed, will be opened/exposed, prior to beginning the next shuffle.
- E.50 If the banker and a player, has an identical ranking hand, the banker wins that hand. If the banker and a player, have hands of the same numerical value, the hand with the highest ranking tile wins. If the banker and a player, each has a hand, with the numerical value of zero (0), the banker hand wins, regardless of which hand contains the higher-ranking tile.
- E.51 Any rule that is being violated, will be enforced, if the violation is brought to the attention of the floor supervisor.
- E.52 The floor manager's decision is final in all disputes. If a problem occurs during play, call time and request the floor supervisor immediately. Once a round of play has started, the floor supervisor may not be called to render a decision on a previous round of play.
- E.53 For the customers protection, the house reserves the right to prohibit an intoxicated person from playing.
- E.54 No player or banker, can win or lose, more chips than they wagered, on a round of play.
- E.55 If, during a round of play, the tiles are found to be irregular (i.e., different back designs, extra tiles, missing tiles, duplicate tiles, etc.), all hands are dead. There will be no action and all wagers will be returned. All action on previous hands will stand.
- E.56 All tiles must always remain clearly visible to the house dealer, banker and players. All tiles must remain on or above the plane of the table surface, and may not be removed past the edge of the table surface.

- E.57 After all players hands have been set, the house dealer will open the banker's hand. The house dealer will set the bankers hand in a logical manner, and may suggest alternative strategies, but it is the banker's responsibility to make and announce the decision on the final setting of the banker's hand.
- E.58 After setting the bankers hand, the house dealer, starting with the action hand, will open and read all players hands. After the house dealer compares a player's hand to the banker's hand, any winning hand will remain face-up, until paid, or action completes. A losing hand will be killed, and the losing wager will be moved toward the center of the table layout. A hand that pushes will be killed, and the wager will be pushed back toward the player.
- E.59 After all wagers have been placed, the banker, or their designee, will shake the dice cup, to determine which player position will receive the first hand (action hand). The three dice totals will be read and announced by the house dealer. Beginning with the banker position, as position # 1, 9 & 17, the house dealer will count counterclockwise around the table, until the total of the three dice has been reached. This position will receive the first hand.
- E.60 Before opening the dice cup, the banker must choose an approved and acceptable style of delivery.

104.F PAI GOW (Tiles)

- F.1 **Game Description:** Pai Gow, which translates to mean 'make nine,' is an ancient Chinese game and is the ancestor of modern dominoes. It is played with a set of 32 Pai Gow dominoes (tiles), each of which has from two to twelve, either red and/or white dots, on each tile face. The color of the dots have no real significance in the value of the tiles.
- F.2 **Object of the game:** To make two hands, of two tiles each, by using the four dominoes dealt to each player. Of the two hands, one will be the higher-ranking hand, the other will be the lower ranking. When comparing a players hands against the bankers hands, the higher-ranking hands will be compared against each other and the lower-ranking hands will be compared against each other.

To Win, both players' hands must rank higher than the bankers two hands.
 To Lose, both player's hands must rank lower than the bankers two hands,
and
 To Push, one of the players two hands must rank higher, with the second hand ranking lower than, the bankers two hands, respectively.

F.3 Rank of Hands:

The 32 Pai Gow tiles consist of 16 pairs, of which 11 pairs are matching (identical), and 5 pairs are non matching. Each tile has an individual rank, but when paired with its mate, the pair will have a higher ranking. The rankings can basically be divided into six groups, as follows:

- (a) Gee Joon, (the Supreme pair)
- (b) Matched pairs (identical)
- (c) Unmatched pairs (not identical)
- (d) Wong (a '12' or '2' tile, with any 9)
- (e) Gong (a '12' or '2' tile, with any 8)
- (b) Combinations

F.4 Combinations are common and comprise much of the strategy in Pai Gow. When a hand does not include any of the higher-ranking groups, combinations are formed by taking any two tiles, totaling the spots of the two tiles, to produce a number, from 9 (highest) to 0 (lowest). When totaling, only the last digit is used, as in Super Pan 9, (i.e. $8+7=15$, but it is counted as 5).

F.5 It is not an uncommon strategy, to split a pair, to form two combinations, to improve the chance of winning, by making two hands of medium rank, rather than make one good hand and one bad hand. (See game brochure for tile illustration and ranking charts).

F.6 **The Play:** Pai Gow is dealt counterclockwise to a maximum of 8 player positions. All wagers are placed against a player/dealer. Back-line wagering is acceptable, thus allowing many participants. All participants have the opportunity to be the player/dealer, in turn, for two consecutive rounds of play. Any player may decline, or accept, to be the player/dealer. The house dealer controls the game but does not participate. A dice cup, containing 3 dice, is shaken by the player/dealer, to determine which position will receive the first hand. Each position will receive a hand consisting of 4 tiles. The player/dealer hand will be capped with a button, and set, after all players have set their hands.

F.7 House fee collection will be collected as follows:

Prior to the play of a hand, and without regard to the dollar amount wagered, a fixed fee will be charged for each betting transaction a player makes. The amount of the fixed fee to be paid, the minimum and maximum betting limit for each betting transaction, and the maximum number of transactions allowed will be posted at each individual table.

If it is determined that a player did not pay his collection prior to the play of a hand, The following penalty will be imposed:

- a. Should the wager in question win and it is determined that no collection was paid, the wager will not be paid and the player will risk being barred from the casino.
- b. Should the wager in question lose and it is determined that no collection was paid, the wager will have action and the customer must pay the collection for the wager or be barred until the collection is paid.

NO BUST 21st CENTURY BLACKJACK

4.0

4/23/2006

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**Any use of the game, rules, and/or trademarks without written authorization from
21st Century Gaming Concepts Inc., is prohibited by law.**

Existing issued patents:

1-6,855,051	Dated	February 15, 2005	No Bust 21 Blackjack
2-6,776,416	Dated	August 17, 2004	No Bust Blackjack Type Game
3-6,855,051	Dated	January 9, 2001	No Bust 21 Blackjack
4-7,022,015	Dated	April 4, 2006	No Bust 21 Blackjack

And additional pending patents

21st Century Blackjack Trademark Registration No. 2,485,604

No Bust Blackjack Trademark Registration No. 2,404,922

OBJECT OF THE GAME

The object of the No-Bust 21st Century Blackjack is for the Players and the Player/Dealer to add the numerical value of their cards and:

- Obtain the best possible hand of 21 and a half, or "Natural." (This hand pays 6 to 5.)
- A "Natural" beats all other hands.
- Draw additional cards if needed.

VALUE OF CARDS

A plural standard deck of cards with no Joker is used in the play of the game. The game can be played with a minimum of one (1) and a maximum of eight (8) decks.

- Any two cards consisting of any special bonus ace with any 10 value or face card is also the best hand (Natural). Natural hand beats all other hands.
- An Ace has a value of :

a) 11 and a half on first two cards with all cards with the value of 10's.

b) 1 or 11 with all cards with value of 2-9 .

c) 1 or 11 with three or more cards.

- Two aces have a value of 2 or 12
- All cards from 2-10 have their face value.
- Picture or face cards have a value of 10.

RANKING CHART

Card	Value
Ace	a) 11 and a half on first two cards with all cards with the value of 10's. b) 1 or 11 with all cards with value of 2-9 . c) 1 or 11 with three or more cards.
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10

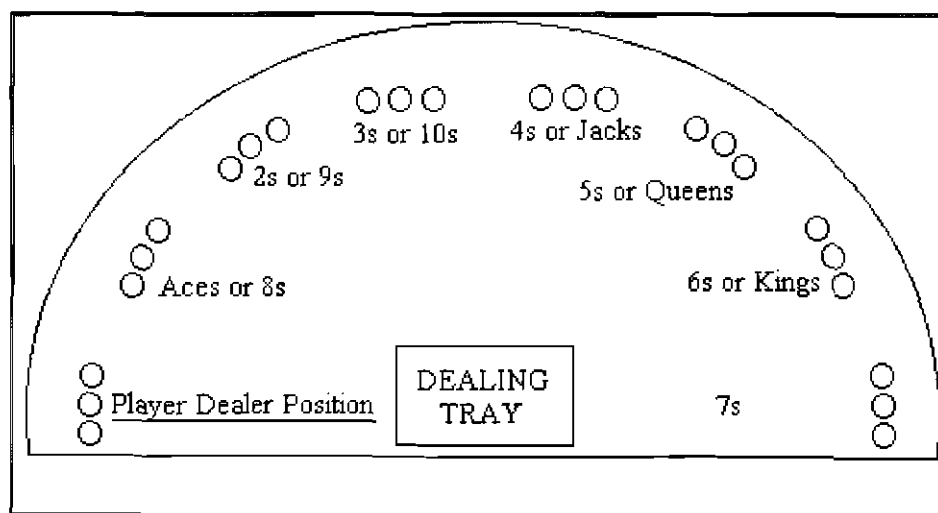
ROUND OF PLAY

1. No-Bust 21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the Dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino Dealer stands opposite of the players, and in the center of the table. The casino Dealer's chip tray is set in front of him/her. The play starts from the left of the dealer and proceeds in a clock-wise fashion.
2. The game utilizes a 52-card deck with special bonus aces . The aces are bonus cards with the value of:
 - a) 11 and a half on first two cards with all cards with the value of 10's.
 - b) 1 or 11 with all cards with value of 2-9 .
 - c) 1 or 11 with three or more cards.
3. the game can be played with a minimum of a one deck, totaling 52 cards and to a maximum of eight decks totaling 416 cards.
4. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed, and collection fee for the Players and Player/Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.
5. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in front of their seat in a betting circle and that money will be used to pay the winners and will also set the amount that he/she can collect from the loser. The casino will place a "button" in front of the Player/Dealer which designates that they are taking the "Player/Dealer" position and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his betting circle.
6. Players at a table then place their wagers in designated betting circles. The Players may place a wager at his/her seat along with other unoccupied betting circles. Each Player must pay the posted collection for the wager they placed in any betting circle where they have money or "action".
7. Once the Player/Dealer has posted the amount of money he/she will wager against the other Players, and once the Players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished prior to the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
8. After the fees have been collected, the Dealer will deal the cards to the Players and the Player/Dealer. All cards dealt throughout the game are always dealt face up. The casino Dealer is the only person on the table to touch the cards. The Players will signal to the Dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino Dealer deals the first card to the Player seated to the left of the designated Player/Dealer, in a clock-wise fashion. Each Player will be dealt one card face up and the Player/Dealer will receive his/her first card also. The Player/Dealer's first card will be placed in front of the casino dealer rather than in front of the Player/Dealer's seat position.
9. The casino Dealer will deal a second face up card to the players, again starting at the Player to the first seated position to the left of the Player/Dealer, in a clock-wise fashion. The Player/Dealer will receive a face down card.

10. Players must follow the below listed chart in deciding whether to hit or stand on a particular hand:

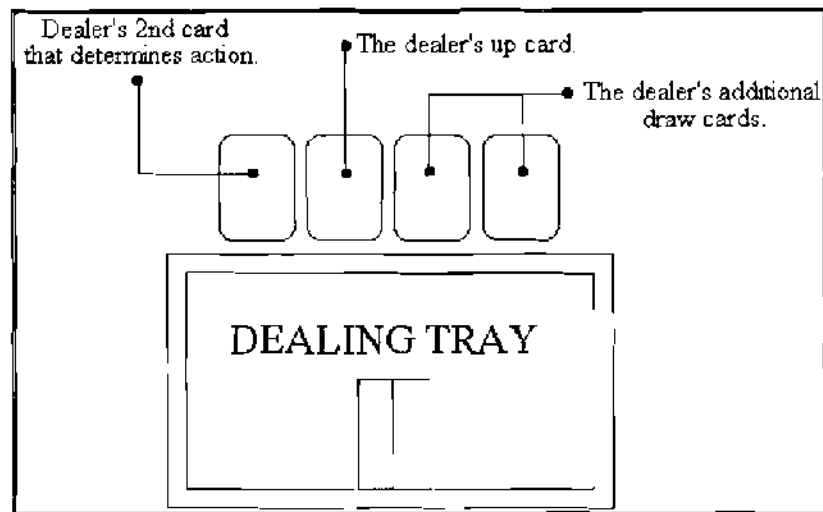
Rules For Player		
Must Stand On	Must Hit On	Have Option On
Soft & Hard 21 "Naturals"	11 Or Less	12
		13
		14
		15
		16
		17
		18
		19
		20

11. After all Players have made their best hands by indicating to the casino Dealer that they do not wish to have additional cards dealt to them, the house Dealer will turn over the Player/Dealer hole card. This card will determine where the "action button" will be placed.
12. The Action Button determines where the action starts or who will be first to be paid for their winning hand or lose their wager. The Action Button is placed based on its numerical value and in comparison to the Players seated at the table. (Please see the chart below for an example of how the card's value is used to determine the placement of the Action Button.



13. Once the hand is played to the end, the payout or collection of the wagers will begin at the seat where the action button is placed. The settling of the wagers will proceed in a clock-wise manner until all wagers have been acted upon.
14. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action give to the affected Players by the casino or the Player/Dealer.

15. The Player/Dealer's cards will always be dealt and placed in front of the casino Dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted in the chart below:



16. The casino Dealer continues to draw cards for the Player/Dealer, if necessary until a Hard 17 or higher number is reached. The Player/Dealer does not have an option of hitting a Hard 17 or higher nor staying on a Soft 17 or lower. See the chart below for details:

Rules For Player/Dealer		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
Hard 17 And Above	Soft 17 Or Less	None

17. Once the Player/Dealer's hand has been made, all winners and losers are determined when their card's numerical value are compared to the Player/Dealer's. The Player/Dealer is never required to cover all opposing player's wagers. A Player/Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers. If there is not enough money from the Player/Dealer position to cover all winning wagers, there will be no refund, free collection, or other form of rebate given to the affected Players.
18. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the Player/Dealer position is rotated in a clock-wise fashion around the table.
19. The next round of play begins once the casino Dealer collects all cards from the table and places them in the discard tray. The casino Dealer will also change the Bank Button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clock-wise to the next position on the table. If there is no person that intervenes on the Player/Dealer's position, the game will be "Broken" or stopped, as required by the California Penal Code.

GAME RULES

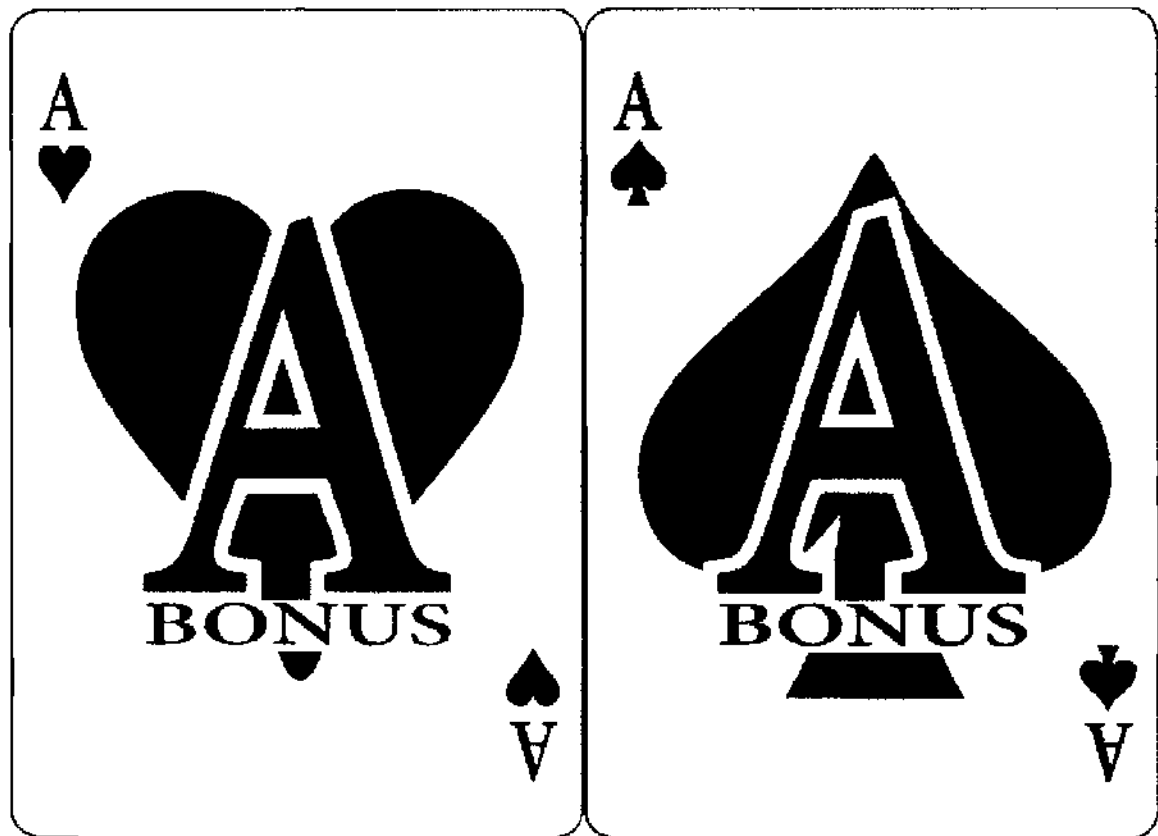
1. A "Natural" (21 and a half) is the best possible hand. If the player and the Player/Dealer's hands are both a "Natural," the hand is a push or tie, and no action is taken on the wager.
2. If a Player's total is less than a "Natural" and the Player/Dealer's total is more than a "Natural" the Player wins the hand.
3. If a Player's total is less than a "Natural" and the Player/Dealer's hand is less than a "Natural" the hand closest to a "Natural" wins.
4. If a Player and the Player/Dealer have the same total and it is less than a "natural," the hand is a push or tie, and no action is taken on the wager.
5. If a Player's and the Player/Dealer's totals are more than a "natural," the following will apply:
 - a. If the Player/Dealer is closer to a "natural," the Player/Dealer wins the hand.
 - b. If the Player is closer to a "natural" the Player loses except when the Player has a 3-card hand with the value of 23, 24, or 25 and then they will "PUSH".
6. The Player/Dealer wins all ties or pushes over a "natural."
7. If a player has more than a "natural" and the Player/Dealer has less than a "natural," the Player/Dealer wins. The player would win if they had less than a "natural" and the Player/Dealer had more than a "natural."
8. Two cards 21 and half beat all other hands. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
9. All collection fees are collected by the casino Dealer prior to the start of play. Collection fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage or other factors.
10. Backline betting is allowed; subject to local Ordinance or Code.
11. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

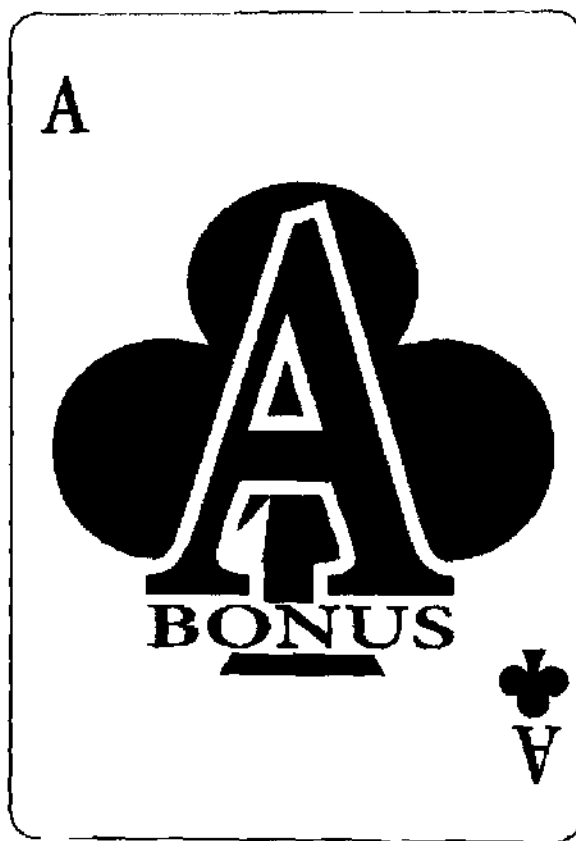
DOUBLE-DOWN, SPLIT, SURRENDER & ODDS

- **DOUBLE-DOWN**
 - Players can double-down on the first two-cards only, with the exception of all Natural. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The Player will only receive one card regardless of the total.
 - There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is there any extra collection fee charged to the Player/Dealer.
- **SPLIT**
 - Players can split any two cards of the same value originally dealt to them. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as he/she desires per split card to make the best hand. Players may double-down or surrender after each split.
 - Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Multiple splitting of cards is permitted. Multiple splitting of aces is permitted.
 - There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is there any extra collection fee charged to the Player/Dealer.
- **SURRENDER**
 - Players can surrender at anytime if they do not exceed 20. If they choose to surrender, half of their wager will be forfeited. The Player must indicate they wish to surrender before the Player/Dealer's second card is dealt. Their (the Player's) play for that hand will cease.
- **ODDS**
 - Any Natural hand pays 6 to 5
- **INSURANCE**
 - When the Dealer has an Ace showing, Players can take insurance by betting 1/2 of their Blackjack wager. If the Player/Dealer has a Blackjack the insurance bet is paid 2 to 1 and the Player's blackjack wager loses if the Player does not have a Blackjack.

All pay-offs are to the extent that the Player/Dealer's money covers the action on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table prior to the start of the hand.

Bonus Ace'





LEGAL

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so one person cannot continually occupy the position and the "Bank" hand within the meaning of *Oliver v. County of Los Angeles* (1998) 66 Cal. App. 4th 1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

21st Century Blackjack Collection

"No Bust" 21st CENTURY BLACKJACK, CAL ACES, CARIBBEAN STUD, FAST ACTION HOLD'EM

<u>LIMIT</u>	<u>PLAYER POSITION COLLECTION</u>	<u>PLAYER / BANKER POSITION COLLECTION</u>	
		<u>1st Position</u>	<u>2nd Position or Later</u>
\$5 - \$50	\$1.00 Per Square/Wager	\$2.00	\$1.00
\$10 - \$100	\$1.00 Per Square/Wager	\$2.00	\$1.00
\$20 - \$100	\$1.00 Per Square/Wager	\$3.00	\$2.00
\$40 - \$100	\$1.00 Per Square/Wager	\$3.00	\$2.00
\$100	\$1.00 Per Square/Wager	\$4.00	\$3.00